Sholari Guide

Sholari Guide

SkyRealms of Jorune
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CHAPTER 1
LEARNING ABOUT SHOLARI

In the shanthic language, Sholari means "guide," or "teacher." For the purposes of gaming, the Sholari will be the person who acts as "judge," or "referee." This person will be responsible for creating plots (often referred to as campaigns) and characters. The game's Sholari must have a good understanding of the Jorune basics, like character generation, combat, and encounters. Optimally, the Sholari reads through all three books in advance of gaming. It speeds things up considerably to have someone already familiar with the material when players are creating their character sheets.

The person who is the game's Sholari has no single character sheet. Instead, a small sized sheet will be prepared for every person and creature the players encounter (Non-Player Characters, "NPC's") during their journeys on Jorune. While a player needs to spend time deciding what skills to take, and what to buy, the Sholari has all the makings of a variety of pre-created characters. You will be able to create characters in just a few moments, with some practice.

For those new to role-playing, a good question might be, "What does the Sholari actually do during gaming?" Only with compassion and understanding can a fruitful answer be reached. "The Sholari is expected to do everything the players don't do." The Sholari will describe to the players their surroundings, give descriptions of people and creatures they encounter, and role-play all of the NPC's. The Sholari is like a storyteller telling a story, except that not all the characters are under the Sholari's control. The Sholari's stories will develop with time, adapting a bit here and there to fit in with the actions of the players.

ONLY SHOLARI'S READ FROM THIS POINT ON.

Here's a list of what we'll cover in the Sholari Guide:
(1) Learn a little about being a Sholari
(2) Learn how to generate encounters
(3) Learn how to conduct encounters
(4) Read descriptions of Jorune creatures.
(5) Read descriptions of items available on the planet
(6) Learn more about the planet Jorune

References will constantly be made to intelligent races. This should not present a problem if you have read the quick (but possibly biased) descriptions given by Kirra Ho-Trid in the Tauther Guide. Read the description of any race before attempting to use it in an encounter.

The Sholari's Responsibilities

As Sholari, you will be:

(1) Refereeing and creating campaigns.

(2) Judging who deserves what. The Sholari gives skill points to characters who have spent time practicing or using skills. Clear thinking is necessary here if spats between players is to be avoided. The Sholari must be impartial to the various players.

(3) Taking flak. If a player messes up, the Sholari's judgement is sometimes suspect. Although it's no fun to admit to errors in judgement, its darn near impossible not to make them. A player who gives the Sholari a hard time probably doesn't know how much there is to refereeing a fantasy role-playing game. Don't despair when someone is unhappy about the fate of their character. Break for pizza.

(4) Lastly, the Sholari will be spending time outwitting players who come up with ridiculous schemes for "winning." Those who try to "win" at fantasy role-playing games suffer from the misconception that exploiting loopholes in the rules is purpose of gaming. Here is an example of the most common tactic used by the "No Lose Player" (abbreviated NLP).

NLP's often wear the armor of three people, just to be safe. They carry weaponry powerful enough to take on two dozen creatures, for breakfast. As Sholari, you should form a mental image of what such a character looks like. If you saw such a person walking towards you, would you?

(a) Rush out to greet him
(b) Call for help
(c) Grab the nearest heavy object
(d) Run for cover
(e) Carry on as usual, as if people like this are common sights.

If you chose (a) or (e), the NLP will love you. Unfortunately, these are the wrong responses. Personally, if I saw a tank roll up on my driveway, I wouldn't stand around to greet who's inside.

You can change the NLP's ways. By applying penalties to such characters in your campaigns, these "walking fortifications" will soon realize that they are menaces to be avoided or destroyed. Simply having a character taken off the streets by local guards for scaring children might be enough to get the idea across.

You might face players who think they can run around with serious wounds. We've purposely made it so that healing is rapid with limilates and crystals. If taking wounds doesn't hurt and slow you down, why bother with a combat system at all? Players who don't rest, don't heal.

The biggest problem you may face are players who go around killing everything that moves. You *know* what happens to someone like that in our society. Although Jorune's methods of maintaining law & order aren't as advanced as ours, it's a sure bet that someone's going to be sent out to stop walking machine-guns.

Even if the players are well-intentioned, there will be times when the rules don't apply, or are vague about a situation. In such cases, use your judgement. Keep with the flavor of Jorune—You are a Sholari!

Major Responsibilities

The Sholari rewards players when they make good decisions and when they fulfill their objectives. Rewards come in the form of wealth, improvement in a character, and social acceptance.

Wealth

Rewarding characters with items (as treasures, gifts, etc.) works out well as long as the Sholari doesn't go too far. There are only so many powerful items listed on the pages ahead. Those who game for material wealth will lose interest if they own one of everything. Be stingy with the good stuff. It'll make it worth more to the players.

Wealth also comes in the form of money. It's pretty safe for a Sholari to reward players with a gem here, a few gemlinks there. Care must only be taken that the game does not become "Bank Rolls of Jorune." Players have been known to become *possessed* by greed.

Improving Characters

The Sholari can improve characters' skills by putting them in learning situations, such as training. It's better, however, to let players build their characters slowly, in situations where they use, test, and improve their skills.

Social Acceptance

Social acceptance is one of the keys to success on Jorune. Each engraving on a challisk brings a character 1 point of Social (add 1 to the character's Social characteristic). Each engraving on the Drenn Wall brings a character 5 points of Social.

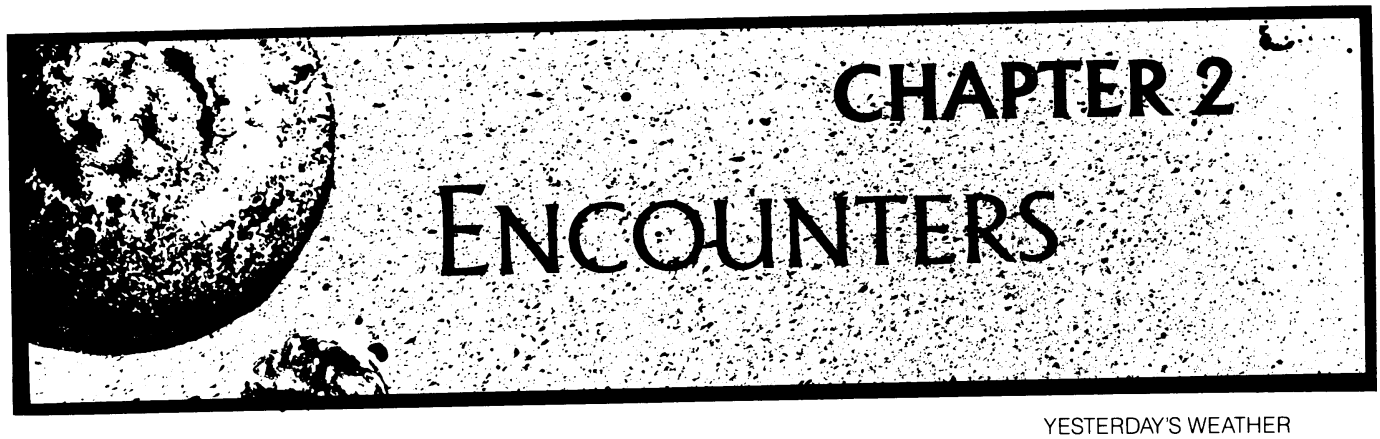
When a tauther's Social has climbed to about 50 points, that character is probably ready to formally apply for the privilege of citizenship. There is a base 75% of success in applying. For every Social point below 50, reduce this chance by 10%. For every point above 50, increase the chance by 2%. If the attempt fails, the character can try again in a few months. The whole tauther process takes anywhere from ten months (the legal minimum) to a few years. There are, of course, those who never attain citizenship.

Go slow on filling challisks with copras. Drenn have a quota of only 5 copra marks per year that they can make. Muadra-Drenn are restricted to only 1 per year. Any Drenn who marks a tauther's challisk is weighing this tauther against others, and is thinking about the consequences to his own reputation. Even more rarely will a Drenn travel to the Hall of Drenn to mark a copra into the Drenn Wall. Characters must have accomplished something substantial to warrant this favor. Often, Ardoth is a long ways away. Drenn don't just pack their bags and go off to the Drenn Wall when they meet someone decent and deserving.

When characters themselves are Drenn, make them *feel* it. Give them the responsibilities and privileges described in the Player Manual (the end of chapter 7) and the Tauther Guide. Permit humans to attain energy weapons. Use judgement; don't start them off with a blaster rifle. By keeping tabs on energy weapons (through kims and yords) and restricting power cell availability, you should be able to strike an effective balance of responsibility and freedom.

While your attention is so carefully focused on directing player characters, this word of advice: *Don't let players kill shanthas or other forms of respectable life with energy weapons.*

A blaster shot to the head is a blaster shot to the head. It doesn't matter if you're a Dharsage ruler. Characters who go on killing sprees should be stopped. Use daijic. Use yords. Use shanthas. Use whatever you need, but try to get your players into a somewhat productive, non-destructive mode. Only then will they have an opportunity to learn more about crugar than how many sword swings they can take.



Encounters

Keep in mind that encounters are ideas *represented by numbers*, but not *dictated by them*. Here are a few pointers:

(1) Create details of non-player characters (NPC's) within the context of your story. Make something up if it sounds good. Link your encounters together; make them to part of a cohesive world.

(2) Never use an encounter generated on the charts or tables if it doesn't make sense or seem interesting. Dice should be friendly, not dictatorial.

(3) Form a mental image of the situation. If the encounter takes place in a city, what else is going on around the players? In the wilderness, what type of terrain are the players in? How far are the players from cover? The players can't live in a world you can't describe.

(4) Don't kill players indiscriminately. "Instant death" should be avoided at all costs. In a role-playing game, players expect their actions and decisions to determine their fate. If you "make them dead," they won't derive much pleasure from gaming.

A Few Sample Encounters

Each of the following encounters were generated on the tables that follow. Using this system, you can't help but be a good ref!

- While traveling through Ardoth, a lost bronth who wants to buy a tarro asks the players for directions.

- An old gardener who is tending the shrubs of an expensive house asks the players for help in digging out a root.

- A young muadra admires a caji in the party, and follows the players across town for a while.

This is just a glimpse of what the system will generate. Given a few minutes, you can add great detail to your encounters, figuring out NPC's motivations and actions.

Daily chores as Sholari

As a Sholari, it is your job to make sure that players are healing from injury, decide upon the players' traveling progress, determine the weather and the Isho weather. First, decide what the present weather is like. Then, every day, roll a 2D6 for weather, and a 2D6 for Isho weather. Look down yesterday's column until you find the new weather. Then, switch to that new weather column for tomorrow's roll.

		YESTERDAY'S WEATHER				
		HOT	CLEAR	CLOUDY	RAIN	STORM
NEW WEATHER	HOT SPELL	2-6	2	-	-	-
	CLEAR	7-11	3-10	2-6	2-4	2-3
	CLOUDY	12	11	7-8	5-7	4-6
	RAIN	-	12	9-11	8-10	7-9
	STORM	-	-	12	11-12	10-12

Subtract 1 for Mullin (summer)
Add 1 for Crith (winter)
Subtract 3 for desert conditions
Add 2 for regions of heavy rain

Roll for Isho weather in the same way as you did normal weather. A 2D6 is used. Assume "normal" Isho weather for the first day. Descriptions of the different Isho weather types follow this table.

		YESTERDAY'S ISHO WEATHER			
		ISHO DRY	NORMAL	HEAVY ISHO	ISHO STORM
NEW WEATHER	ISHO DRY	2-6	2	-	-
	NORMAL	7-12	3-11	2-7	-
	HEAVY ISHO	-	12	8-10	2-9
	ISHO STORM	-	-	11-12	10-12

The Sholari determines what the effect the geography will have upon Isho weather. In some cases, a few points might be added or subtracted from the die roll.

In the Doben-al, subtract 3 points from the die roll.

Isho Dry: The Isho wind is weak on this day, divide Isho by two for all creatures. Dry spells sometimes last for a few days.
Normal: Normal Isho
Heavy Isho: The Isho wind is especially heavy on this day. All creatures start their day at double Isho.
Isho Storm: Sleeping creatures with more than 15 Isho points will be awakened, startled, when the storm hits. Isho is tripled during an Isho storm. The skies flash with energy. The excessive Isho within muadra's bodies will become unbearable after an hour or so. Those with 15 or more Isho points must discharge it or become living lightning rods for the storm's fury. Those in lower Isho ranges will feel discomfort, but need not kern. On days of Isho Storm, even Ardoth permits the discharge of Isho outside kerning bays; the bays will be filled to capacity. Daij meat will bring harms those who eat it on storm days. The Isho intensity in the surroundings is too great. Everyone tends to be irritable during Isho storm; they have a greater tendency to bump into each other, trip, miscount, etc. The lower one's Isho, the less effected one will be. Most humans stay indoors on days of Isho Storm. Muadra must remain outside, or risk great damage to their homes.

Town Encounters

To generate town encounters, (1) roll for the type of the encounter, (2) roll for the occupation of the NPC's, (3) roll for their race, (4) roll to see how the encounter starts, (5) roll for the quirks of those encountered, (6) roll to see the response of the NPC's to the encounter.

Type of Town Encounter

To generate the type of encounter, roll a D100 on the table below. The number of creatures encountered can be immediately determined with the suggested die roll next to the group's name. When you have the major type of encounter, roll another D100 within that group.

A * means to roll twice, and take the *lower* of the two rolls.

Type of encounter:

1 - 10	Wanderers: D20*
11 - 20	Laborer: D20
21 - 30	Labor occupations: 2D6*
31 - 40	Street occupations: D6*
41 - 45	Fighters: D6
46 - 65	Display: 2D6*
66 - 80	Strangers: D6
81 - 100	Major occupations: D6

OCCUPATION TYPES:

Wanderers:

1 - 10	Addict
11 - 40	Scavenger
41 - 60	Homeless
61 - 100	Beggars

Laborer

1 - 50	Durlig puller
51 - 60	Mover
61 - 70	Miner
71 - 85	Harvester
86 - 100	Digger

Labor occupations

1 - 5	Sailor
6 - 15	Fisherman
16 - 25	Carpenter
26 - 30	Butcher
31 - 35	Tanner
36 - 45	Farmer
46 - 47	Trainer
48 - 55	Cook
56 - 60	Garment maker
61 - 62	Drinks
63 - 64	Oils
65	Perfumes
66 - 67	Rugs
68 - 70	People groomer
71 - 73	Animal groomer
74 - 75	Shoes
76 - 85	Builder
86 - 90	Tapestry
91 - 93	Gardener
94	Jeweler
95 - 100	Weaver

Street occupations

1 - 15	Githerin
16 - 60	Trader
61 - 65	Flower seller
66 - 85	Food sellers
86 - 100	City guide

Fighters

1 - 30	Yord (Guard)
31 - 40	Archer
41 - 60	Patroller
61 - 70	Rogue
71 - 95	Daijic
96 - 100	Soldier

Display

1 - 20	Dancer
21 - 55	Crafts maker
56 - 85	Musician
86 - 95	Singer
96 - 100	Writer

Strangers

1 - 40	Traveling through
41 - 50	Vacationing
51 - 75	Doing work (private)
76 - 90	Doing work (concerning their job)
91 - 100	Temporary from another city

Major occupations

1 - 5	Klade father or mother
6 - 10	Administration
11 - 15	Kim member
16 - 20	Beaster
21 - 25	Caji houser
26 - 40	Caji
41 - 70	Tauther
71 - 75	Hishtin
76 - 80	Teacher
81 - 83	Hunter
84 - 85	Healer
86 - 90	Iscin
91 - 92	Yordeh (Lawyer)
93	Copra
94 - 98	Translator
99 - 100	Etiquette

Race of a Town Encounter

Next, we'll roll for the race of the encountered creatures. Use a D100.

1 - 35	Human
36 - 55	Boccord
56 - 70	Muadra
71 - 75	Woffen
76 - 79	Thivin
80 - 85	Bronth
86 - 90	Salu
91 - 94	Thriddle
95 - 98	Crugar
99 - 100	Unexpected Race

The unexpected races:

1 - 20	Acubon
21 - 40	Corastin
41 - 60	Scarmis
61 - 70	Shantha
71 - 80	Ramian
81 - 90	Croid
91 - 100	Cleash

Events in a Town

Encounters aren't the whole story. Every setting has a background. Below are lists of common and uncommon events which happen in a town. These lists can give you a much better feeling for Jorune. Use the uncommon list of events sparingly, rolling only once every week or so. The common event's table can be used as often as you wish. Each table uses a D100.

MINOR EVENTS GOING ON IN A TOWN

1	Cletch collection
2	Fight in progress
3	Robbery
4	Crazed Isho use (muadra)
5 - 6	Daijic pursuit
7 - 10	Daijic apprehending someone
11 - 14	Yords giving someone a hard time
15 - 18	Yords arresting someone
19 - 21	Yords in pursuit
22 - 27	An auction is taking place
28 - 32	Bargaining is going on
33 - 36	Squalled surroundings
37 - 41	People strolling in the streets
42 - 46	Really crowded
47 - 49	Pick pocket attempt
50 - 54	Mean dogs
55 - 60	Story teller with people around him
61	Ca-Tra Sholari
62 - 65	Caji doing tricks
66 - 77	Musician playing
78	Sound of energy weapons fire
79 - 81	Sound of dyshas use
82 - 83	Fake limilate salesperson
84	Black market sale
85 - 86	Angry merchant talking to guards
87 - 91	Yords (guards) questioning people
92 - 95	Loose animal
96	Dropped money
97 - 99	Person calling for help
100	Eviction in progress

MAJOR EVENTS GOING ON IN A TOWN

1 - 2	Death of an important person
3	Town raided
4 - 5	Gang going through town
6 - 11	Cletch
12 - 14	Festival
15 - 17	Parade
18 - 22	Funeral
23 - 24	Scragger
25	Fire
26 - 30	Drenn ceremonies
31 - 32	Wild Daijic hunt for caji offenders
33 - 42	Kerning bay events being held (contests)
43 - 48	Durlig harvest days: everyone must help out
49 - 56	Important person arrives: Iscin, kim, Kesht, official
57 - 60	The start of a new building
61 - 63	A protest is going on
64 - 72	Trials held by the kim
73 - 76	Jerrig (marriage)
77 - 81	Shambo: thivin gambling game.
82 - 84	Mayoo: another thivin gambling game.
85	Thombo stampede
86 - 87	Beagre attack
88 - 89	Disease in town
90 - 92	Big accident
93 - 94	Caravan passing through town
95 - 96	Strike
97	Famine
98	Drought
99	Bandits nearby
100	Tremor

How an Encounter Starts

Roll a D100 on the chart below to determine how the players become in contact with the encountered group.

1 - 3	Person asks for a favor
4 - 5	Encounter is chasing someone
6 - 7	Encounter is being chased
8 - 12	The encounter needs information (urgently)
13 - 16	The encounter wants to buy something
17 - 21	The encounter wants to sell something
22 - 25	The encounter is lost
26 - 27	Case of mistaken identity
28 - 29	Crowd pushes players and the encounter together
30 - 33	Directs you somewhere as part of his or her job (detour)
34 - 38	Wants to be hired
39 - 44	Wants to hire someone
45 - 46	Wants someone's opinion on something
47 - 50	Curious
51 - 52	Want's someone to settle a dispute
53 - 55	Bad intentions. . .
56 - 57	Involved in a fight
58 - 60	Doing their job
61 - 64	Buy the player's service
65 - 69	Asks for help
70 - 74	Recreational
75 - 78	Asks is players need help
79 - 80	Unexplained interest
81 - 82	Admires one of the players, compliment
83 - 85	Follows players
86 - 89	Makes a rude comment
90 - 94	Eating
95 - 100	Tavern

Response Roll

A D100 roll will give you an idea of the attitude of the NPC's to the encounter.

1 - 5	In a bad mood. Irritable.
6 - 10	Wants to avoid contact, or be rude if forced into contact.
11 - 20	Unpleasant.
21 - 85	Normal.
86 - 95	Friendly
96 - 100	Very friendly

Subtract 15 from the die roll for any group which would have reason to be unhappy.

Feel free to subtract anywhere from 10 to 30 points if the encountered race is:

- Croid, corastin, crugar, ramian, scarmis, or cleash.

You may treat rolls lower than 1 as an indication that the encountered creature attacks the players.

Quirks of an Encountered Character

Roll a D6 and a D100. Index the D100 on the table below to determine a quirk. If the D6 rolls a 5 or a 6. Roll an additional time. By continuing to roll 5 or 6, you can get many personal quirks.

1 - 2	Naive
3 - 4	Cautious
5 - 6	Trusting
7 - 9	Gerrig chewer
10 - 11	Well groomed
12 - 14	Slob
15 - 16	Irritating
17	Impatient
18	Clumsy
19 - 20	Arrogant
21 - 22	Laughs a lot
23 - 24	Hates a race
25 - 26	Very quiet
27	Mute
28 - 30	Injured character
31	Whistler
32 - 33	Well traveled
34 - 35	Aggressive
36	Passive
37 - 38	Witty
39 - 40	Dull
41 - 42	Cultured
43	Uncouth
44 - 45	Personable
46 - 47	Loud
48 - 49	Neat
50 - 51	Messy
52	Generous
53	Stingy
54 - 55	Incompetent
56 - 57	Plays a musical instrument
58 - 60	Speaks many languages
61 - 62	Story teller
63 - 64	Stuck up
65 - 66	Fanatical
67 - 68	Has a craving
69 - 70	Addicted to something
71 - 74	Querrid like tendencies
75 - 76	Brave
77 - 78	Cowardly
79 - 80	Reckless
81 - 82	Paranoid
83	Wise
84 - 85	Foolhardy
86 - 88	Dressed wrong
89 - 90	Talkative
91	Stutters
92	Practical joker
93	Has thriddle language complex
94	Inferiority complex
95	Deadbeat kind of look
96 - 97	Bright
98 - 99	Charismatic
100	On the verge of death

Don't feel obligated to use this chart for every creature encountered. Use it when you don't already have an idea.

Wilderness Travel

When traveling through the wild, there is a chance that both intelligent, and non-intelligent creatures might be encountered. For each day of wilderness travel, roll a 2D6 for encounters, the weather, and the Isho Weather.

2	4	Non-intelligent encounter
5	8	No encounters
9	12	Intelligent encounter

This table assumes travel by road. Subtract 1 point if traveling off the beaten path. In swamps and jungles, you may wish to increase the probabilities of having an encounter.

Non-intelligent encounters will be generated in chapter 4. Here we discuss intelligent wilderness encounters.

Wilderness Encounters

The following table lists more than one hundred encounter types. Roll a D1000 to select one of them. The number of creatures encountered is listed to the right of the name of the encounter. Stars next to number rolls means to roll twice, and to take the lower of the two rolls.

In addition, there are several "basic reason" why someone would be tromping around somewhere in the wilderness. We break this down into the three groups: violent, indigenous, and mission. Each is described after the table. Many encounters will list the specific reason why the creature is found where it is found.

THE ENCOUNTER TABLE

Roll a D1000 on the table below.

-50 FOR DESERT ENCOUNTERS
+ 100 FOR SWAMP AND JUNGLE ENCOUNTERS
If you roll below 0, use the roll of a D100.
If you roll over 1000, roll D100 + 900.

CROID

1	5	Croid making weapons: D3*
6		Itching: D3*
7	9	Croid hut: D2-1
10		Peeling off crudge: D3
11		Rubbing against a rock or tree: D3
12	13	Scragger infested croid. Scragger eating crudge off of him: D2. Scragger: D6.
14	15	Croid grooming the bones of victims: D3

CRUGAR

16	19	Practicing a weapon skill: D6*
20	22	Dysha practice: D6*
23	27	Herding: D6
28	37	Violent crugar: 2D6
38	47	Indigenous crugar: D20*
48	51	Mission crugar: D6

CORASTIN

52		In shanthic employ: 1
53	55	In thriddle employ: 1
56	59	Guard for someone nearby: 1
60	64	Toll collector: D6*
65	66	Looking for work: 1
67		Fashioning weapons: D6*
68		At his place of hiding (where tribute is stored): D6*
69	76	Indigenous corastin: 1D6
77	96	TOWN ENCOUNTER

SHANTHA: Will attempt to confiscate Earth-tec on a roll of 6 on D6. This will only happen if the offending device is in plain view.

1	10	CA-SHAL
11	20	CI-EBBA
21	35	CA-DU
36	50	CA-GOBEY
51	75	CA-DESTI
76	85	CA-LAUNTRA
86	100	CA-TRA

97		With a corastin: 1
98		Traveling: 1
99		Home of a Sholari: 1

THRIDDLE: On a roll of 6 on a D6, thriddle trid nodes are quivering. On a roll of 12 on 2D6, a thriddle has a giggit pipe.

100	109	Traveling to get giggit: D6*
110	114	Reconnaissance for the Mountain Crown: D6*
115	117	Research: D6*
118	127	Out to hire querrids: D6*
128	132	Engaged in an encounter already: D3. Roll for the other encounter type.
133	137	Growing coditch: 2D6
138	142	Mission thriddle: D6*
143	147	Indigenous thriddle: 2D6*
148	149	Working for Ardoth census: D6*
150		Thriddle with corastin: D3*
151	155	Running away from something: D6*
156	157	Tutoring someone: D3*
158	160	Eating, slowly: D6
161		Transporting giddynes: 2D6*. With D6 guards; roll their race.
162	164	On a diplomatic mission for Ardoth: D6*
165		Thriddle representatives: D6*. Roll for their race.

THIVIN

166	195	Trading: 2D6
196	198	Weaving (gathering roots for the process): D6*
199	203	Searching for gauthi: D6
204	208	Making a gauthi rug: D6*
209	218	Playing music: D6
219	228	In the middle of an encounter: D6. Roll for the encounter
229	230	Fleeing something: D6. Roll another encounter.
231	240	Making something artistic: D6
241	260	Thivin gambling (shambo or mayoo): D20*
261	280	TOWN ENCOUNTER

SALU

281	295	Mission salu: D6

HUMAN: Include a few muadra and boccord in these parties on a roll of 5 or 6 on a D6.

296 - 385 Indigenous Humans: D20*
386 - 445 Tauther: 2D6*
446 - 463 Nomads: D100
464 - 478 Patrols: D20*
479 - 483 Violent: D6
484 - 518 Mission: 2D6
519 - 523 Troops: D100
524 - 528 Imperial transport: D60
529 - 530 Drenn on a cletch spree: D3*. Human guards: D20*
531 - 535 Traveling Drenn: D3*. Human guards: D6-2

MUADRA

536 - 545 Mission muadra: D6
546 - 553 Indigenous muadra: D20*
554 - 555 Violent muadra: D6*
556 - 567 Practicing dyshas: D6*
568 - 577 Looking for high points in the wind: D3. This is part of a larger group, roll again.
578 - 607 Daijic: D3*. With D6-2 guards

BOCCORD

608 - 617 Mission boccord: 2D6*
618 - 622 Violent boccord: D6
623 - 632 Indigenous boccord: D20*
633 - 637 Nomads: D60
638 - 642 Beasters: D20
643 - 650 Daijic: D3*. Guards: D6-4
651 - 655 Teaching their young: D6*. Young boccord: D20*

656 - 675 **TOWN ENCOUNTER**

WOFFEN

676 - 680 Iscin: D3*
681 - 690 Mission woffen: D6
691 Violent woffen: D6
692 - 701 Indigenous woffen: D20*
702 - 706 "Authew" the wretched ones: D6*
707 - 709 Woffen wedding: D40
710 - 711 Gambling (Shambo or mayoo): D6
712 - 721 On way to shenter: D6
722 - 726 Distilling stomeh or wholl: D20*
727 - 736 Collecting cletch for shenters: 2 D6
737 - 741 Woffen running their pups. Giving the youngsters a workout: D6
742 - 748 Drinking stomeh or wholl: D20*
749 Festival: D40*

BRONTH

750 - 752 Training pet: 1
753 - 756 Looking for pets: D6*
757 - 771 Mission bronth: D6*
772 - 776 Indigenous bronth: 2D6*
777 - 779 Hunting slavers: D6*
780 - 784 Treaty agents of the council: D6
785 - 789 Training: D6*
790 - 791 Bronth Iscin: 1
792 - 796 Marking territory: 1

ACUBON

797 - 799 Traveling between villages: D6*
800 - 809 Indigenous acubon: D20*
810 - 814 Mission acubon: D6*
815 - 819 Violent acubon: D6

RAMIAN: A Chiven Rachu-eh is a member of a ramian party on a roll of 6 on a D6

820 - 823 Entering chiveer: 2D6*
824 - 828 Transporting daij: 2D6
829 - 838 Searching for Shirm-eh: D20*
839 - 841 Daij traders from a ship: D20*
842 - 846 Local, indigenous ramian traders: D6
847 - 850 Ramian in their chiveer: D20*
851 - 852 Wandering ramian: D6
853 - 854 Ramian Gire: 2D20
855 - 859 Violent ramian: 2D6*
860 - 865 Mission ramian: 2D6*

866 - 880 **TOWN ENCOUNTER**

SCARMIS

881 - 892 Carrying cleash eggs to buy supplies for cleash: 2D6
893 - 902 Mission scarmis: D6
903 - 907 Scarmis on mission for Cleash: 2D6*
908 - 912 Spirrics hunting for cleash: D6
913 - 923 Violent scarmis: 2D6*
924 - 933 Indigenous scarmis: 2D6
934 - 938 Scarmis patrolling their territory: D6
939 - 940 Nesting: D6*
941 - 945 Guarding an egg nest: D6

CLEASH. Wherever cleash are found, there are usually more nearby. Cleash have a scarmis accompaniment on a roll of 6 on a D6. Scarmis #: D6*. Cleash usually carry capsules. Roll D6 for the quantity. Roll D100 to determine their variety:

1 - 15	Fire
16 - 40	Cold
41 - 50	Smoke
51 - 55	Repel
56 - 60	Blinder
61 - 70	Flare
71 - 75	Knock out
76 - 90	T.J.
91 - 100	Tangeler

946 - 947 Cooking their own crystalline eggs: D6
948 Transporting scarmis to another location where then can be used: 2D6*. Scarmis: D20*
949 - 953 Traveling to the East Trinnu Jungle Lands: D20*
954 Cleash in the process of making capsules: D6
955 - 957 Cleash at a sperric trap. (a pit with glittering metal and boiling water nearby): D20* Spirric are in the trap on a roll of 4 through 6 on a D6.
958 - 962 Cleash setting up a sperric trap. Boiling water and glittering metal can be found nearby. D20*
963 - 964 Cleash reconnaissance: 2D6*
965 - 974 Violent Cleash: 2D6*
975 - 979 Mission Cleash: 2D6*
980 - 982 Hunting: 2D6*
983 - 985 Cleash with prisoners: D20. Roll for prisoner race: D6
986 - 987 Nesting eggs. Cleash cover their eggs to keep them warm: D6
988 Hatching eggs. Cleash eggs are hatching: D6

BLOUNT

989 - 990 Making mathin limilate: D6*
991 - 995 Gathering roots and shrubs for food: 2D6
996 - 1000 Recreating in swamps: D6

Violent

Violent creatures are up to no good. Roll a D100 on the table below to determine exactly what they're up to.

1 - 30	Commit a crime
31 - 45	Rob someone
46 - 65	Kill someone in particular
66 - 70	Kill creatures of a specific race
71 - 100	Kill anything and everything

Indigenous

Those indigenous to a region are probably just going about their business. A D100 tells you exactly what they're doing:

1 - 15	Gathering
16 - 20	Hunting
21 - 25	Harvesting
26 - 30	Seeding
31 - 45	Cooking
46 - 55	Living in squaller
56 - 65	Wishing to leave area
66 - 75	Wishing to get hired away
76 - 90	Recreation
91 - 100	Practicing a skill

Mission

There are many different missions that creatures might be on. Roll a D100 below to choose one:

1 - 10	Trade: they will be very interested in trading. They probably have something specific they want to acquire or get rid of.
11 - 25	Transport: they are carrying something. Add D 6 guards, more if the cargo is especially valuable.
26 - 30	On personal business
31 - 35	Rescue: The members of the encountered party are planning a rescue.
36 - 45	Recover an object
46 - 60	Courier: The encountered party is delivering something: a parcel, a creature. . .Who knows?
61 - 70	Get rich.
71 - 80	Get information or an object.
81 - 85	Assassinate someone
86 - 90	Train or capture a creature
91 - 100	On assignment by political power

Before an Encounter Starts

From time to time, hint at possible nearby encounters. The following is a list of things that might be noticed. At this stage of an encounter development, be thinking about the distance between the players and the encountered party. A roll of 2D6x10 meters can do the trick.

Tracks, especially those of thombos, cleash, ramian, etc.
Signs of kerning
Animal spoor
Smoke, or something burning
Evidence of dysha use (missed shots that hit trees)
Evidence of Energy weapon use (missed shots that hit trees)
Blood
Fire
Remains of weapons or armor
Personal belongings found
Bodies
Food
Camp sight

Surprise

The Sholari makes secret rolls to determine who spots who first. Use the percentages listed for Listen or Spot (which ever is higher) on the skills charts from making a character. Use the skill level of the highest member of both parties. If only one group makes its roll, that is the group that gains surprise. If both make their roll, surprise is simultaneous. If neither do, roll again.

Starting an Encounter

To determine what the NPC party was doing when the encounter takes place, roll a D100 and look below. If you don't have time to make this roll, just assume that both parties are traveling along when they spot each other. Add 70 if the encounter takes place at night. Rolls higher than 100 are treated as 100. Keep in mind that sentries might be standing guard over sleeping parties.

1 - 85	Traveling
86	Already in another encounter
87 - 90	Eating
91 - 92	Working: digging, fixing, gathering, etc.
93	Just finished an an encounter
94	Players tracked by the NPC party
95	Running from something
96	Chasing something
97	Resting their animals
98	Find them practicing
99	Setting up camp
100	Sleeping

Party Quirks

The table below gives you quirks based on a D100 roll. If the roll of a D6 is 6, you may roll for another quirk.

1 - 2	Leader is insane
3 - 5	Leader is paranoid
6 - 7	They are carrying dead people
8 - 12	They are carrying dead animals
13 - 17	They are lost
18 - 19	They are starving
20 - 21	They have a hidden purpose
22	They are being sought
23 - 26	All members are very young
27 - 30	All members are very old
31 - 32	They are sick
33 - 34	They have a disease
35 - 40	Members of their party are injured
41 - 50	They are armored to the hilt
51 - 60	They are weapon freaks
61 - 62	They have captives
63	They are exiles, banished from someplace
64	They have an illegal energy weapon
65 - 66	The party is intoxicated
67 - 71	They smell bad
72 - 76	They are poorly groomed
77 - 78	They are well dressed
79 - 80	They don't all speak the same language
81 - 83	They want to give something away
84 - 87	They desperately need something
88 - 90	They have tag-alongs or undesirables
91 - 93	They are disorganized
94 - 96	They can't cooperate
97 - 98	They don't like each other
99	They are incompetent
100	They are extremely competent

Use the "D6" method of filling in the loose ends. Ask yourself a question, like, "Are they armored to the hilt because of a recent experience?" then roll a D6. If you roll high, use your guess. If you roll low, guess again. By getting a lot of low rolls, you'll be forced to think of things not totally obvious.

When you're done with this chart, you may wish to return to "quirks of an encountered character" and the "Response Roll" tables.

CHAPTER 3
INTELLIGENT RACES

The following pages describe each of the common intelligent races on Jorune. The format includes a brief, numerical description of each race. For the characteristics provided, average die rolls are listed in parenthesis (). The number enclosed within parenthesis for the Agility characteristic is the combat skill level of the NPC using hand-to-hand weapons, assuming an average die roll for the creature's Agility. NPC's are assumed to be at least combat skill level 2 if at all trained. The number enclosed in parenthesis for Aim is the bonus or penalty (usually a penalty) to hit with all range weapons assuming an average Aim die roll. Although this is a crude approximation, it is fine for non-player characters.

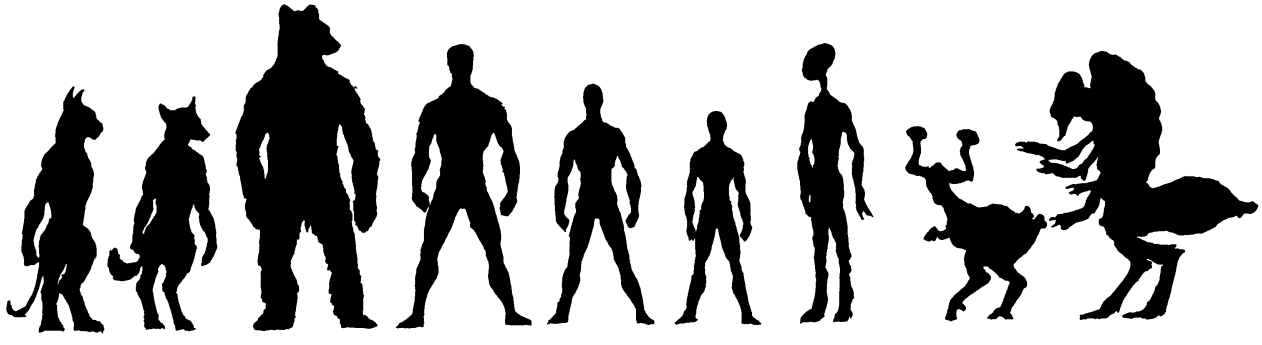
If the NPC has a listing for Perception, this is a bonus to apply to whatever Perception skill level you decide to assign. If there is no listing for Perception, assume no bonuses or penalties.

The listing for color is very simple; it shows the color groups of a creature's naull. Creatures with dyshas will always have the color group associated with those dyshas. (Note that there are many Isholess and colorless creatures on Jorune.)

Get to know the races before trying to role-play them in encounters. Use the glossary and the Tauther Guide to help you pronounce and remember your new Jorune vocabulary.

When the creation of detailed human NPCs is required, spend time in the Player Manual, using the systems described for player characters. This will not usually be necessary; the encounter system provided in this guide usually describes occupational skills well enough for the typical encounter.

A creature's Perception gives its Listen and Spot skill levels.



Acubon/Salu

ADVANTAGE:	+0	SIZE MODIFIER:	0
CONSTITUTION:	3D6 (10)	AGILITY:	2D6 (SL:0)
STRENGTH:	3D6+3 (13)	AIM:	2D6 (+10)
SPEED:	3D6+3 (13)	ISHO:	3D6 (7)
PERCEPTION:	+0	COLOR:	3D6 (spread)
CARRIED:	Spear		

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

The fresh water acubon, and the salt water salu, branched off of the human race soon after the human/shanthic war. Their forms are very similar, and are not unlike the bodies of humans. It is their separate cultures that set them apart from each other. Acubon are quite reclusive. Their territorial nature has not paired well with Burdoth's imperialistic attitude. Many acubon have died in struggles to keep their lands east of Khodre.

The oversized chests of acubon and salu have grown additional lung tissue capable of extracting oxygen from water.

Both acubon and salu must remain in an aquatic environment if they wish to retain their underwater breathing ability. After a week out of water, they cannot immediately begin aquatic respiration again. For each day over the first week, one day of slow re-entrance is necessary.

As the arms of these creatures propel them through the water, they are very powerful and often inflict boccord-sized damage with weapons.

Acubon

The acubon race closely guards the secret of the "coleel" gems. They are opaline, spherical gems of exquisite color, typically the size of evenings. Acubon who venture into the monetary world of humans carry coleel for barter. Although these acubon trinkets can cost up to 2 to 3 gems (Burdothian currency) each, in the bazaars of Ardoth, Acubon commonly trade them for the equivalent of only a few gemlinks.

Acubon carry spears when traveling overland. They are at least skill level 2 (or higher) with these weapons. Other than spears, some clothing, and perhaps perhaps a few coleel, acubon carry little with them when they travel.

The language of acubon clicks-and-pops. It sounds garbled to speakers of Entren. They commonly transpose syllables when speaking other languages. Their aquatic music shares many of these traits.

The acubon's villages and cave-nests are hard to infiltrate; Although surface entrances usually exist, they will be carefully hidden.

The religion of the acubon is very ritualistic, and glorifies the acubon's territorialism. Acubon are vicious in combat, and are easily provoked over faith or race. Their blank, emotionless faces give little indication of their response. They usually strike out at those who insult them without warning, and without apology. The most positive note about acubon is that they keep their word, and they always repay favors.

Acubon are very sensitive about being interrupted when speaking. This has even been known to provoke fights.

Salu

Although physically very similar to the acubon, salu share nothing in common with them culturally. Salu are involved in almost all ship construction in Burdoth and Dobre. These creature have a natural ability to design superb ships. These "Salu Chausis" are fast ships, hitting 9 or 10 miles per hour in a good wind. The Chausis have "water decks." Salu can hold to rigging just above the water, occasionally dipping down into the cool, refreshing depths.

Salu are quite similar to humans. Their sense of humor, concepts of law and order, and racial preferences follow human lines. Salu will often be found in human cities, and are in especially high numbers in Ardoth. Here, salu soak in special "tanker bins" (found in incleps catering to salu travelers).

Blount

ADVANTAGE:	−2	SIZE MODIFIER:	−1
CONSTITUTION:	2D6 (7)	AGILITY:	2D6 (SL:0)
STRENGTH:	2D6 (7)	AIM:	2D6 (+10)
SPEED:	2D6 (7)	ISHO:	2D6 (7)
PERCEPTION:	+1	COLOR:	3D6 (Launtra)

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Blount are dwellers of the dark swamps of Jorune. Their distant ancestors were amphibians. These semi-intelligent creatures were the first, and therefore most primitive, of Iscin's works. They are bipedal and have opposable thumbs.

These creatures have their own language, a mixture of lizard sounds and gurgles. Their throats quiver when they speak. There is no written form of "Abahth," the blount language. Their attempts to speak Entren are at best, poor.

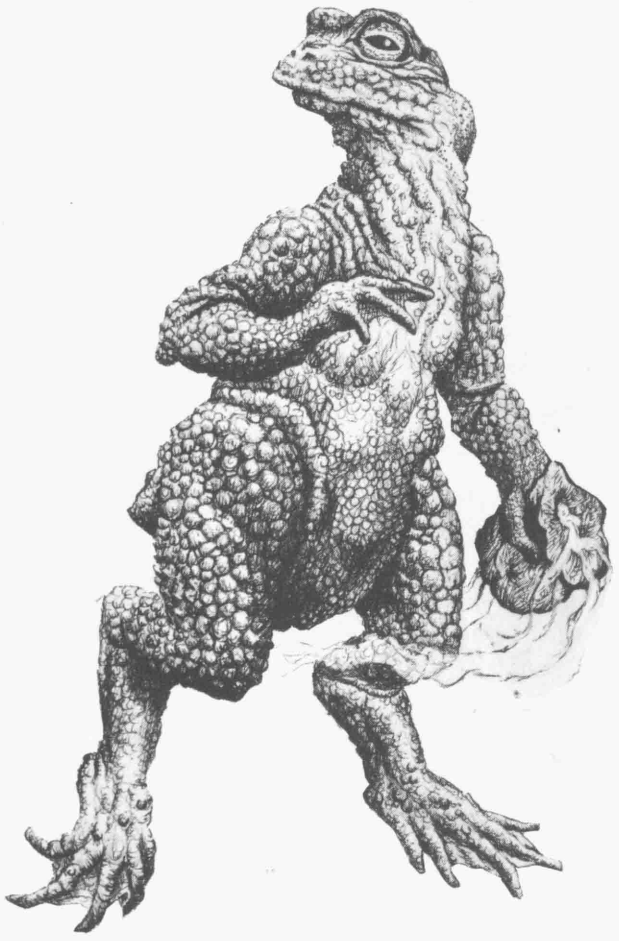
Blount are small creatures, approximately muadra-sized. They have slimy green skin and flabby, poorly conditioned bodies. Their knowledge of the swamps comes in handy. Slipping down into the bogs, they swim about, circling intruders. Armed only with simple knives and their dreaded "mathin" limilate, they can easily force undesirables away. Mathin is a horrible concoction of roots and swamp muck that produces an odor so putrid that no creature but the blount can tolerate it (shanthas excepted). Non-intelligent creatures will generally stay away from the smell, but it is humans and related races that have been known to streak fastest through swamps to get away from the wretched smell. Blount do not sell their mathin recipe to outsiders, but the mathin itself can sometimes be obtained.

Blount reside in small mud dwellings, each large enough to hold a family of five or six. Their days are spent gathering roots and various greens. They spend time preparing a constant supply of mathin and other limilates. Although young blount are inquisitive, members of the race tend towards xenophobia, and usually avoid strangers. Intruders are often ignored completely. Privacy is not a major concern when mathin can be quickly released.

Blount only travel overland from swamp to swamp. Besides rain forests, blount are found in no other terrain. When away from their homes, their first response is to retreat.

Typical interactions with blount include trading for mathin (blount usually prefer metal goods, like swords), asking directions of blount when lost in the swamps, and asking blount where to find the best crystals and limilates.

Blount Trailing Whisps of Mathin



Boccord

ADVANTAGE:	+0	SIZE MODIFIER:	+1
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6 (+5)
SPEED:	3D6 (10)	ISHO:	3D6 (7)
PERCEPTION:	+0	COLOR:	4D6-3 (spread)

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Boccord live in the company of humans, next to whom they are the second largest contingent in Burdoth. Unlike the muadra, however, they control their own territory, the realm of Ros Crendor. Originally a small bronth controlled region, it is now a base for boccord power. Although not at odds with Burdoth, Ros Crendor does not knuckle under to decisions made by the human realm. Their influence in the affairs of humans is minimal, as their realm is located far to the north of Burdoth. The militaristic boccord of Ros Crendor have had a few minor skirmishes with North Khodre patrols, but at present, there has been no major outbreak of hostilities.

Boccord society is minimal. Theirs is a system of respect, not of strict laws. Although boccord living in Burdoth are involved with the Drenn system, and live by its rules, they hold "kree" (worth) above the notions of the state sanctioned Drenn and Kesht status. The boccord system places value upon subtly, restraint, and success. The concepts apply to any field of boccord endeavor; a boccord craftsman who created fine work might have the same Kree as a military commander.

Boccord, while unable to "sculpt" Isho into dyshas, have special Isho sense. They can block dysha attack, and can sense the Isho signatures of creatures long before making visual contact.

Boccord share the origin and language (Entren) of humans. They live within the same society, and practice the same customs.

Bronth

ADVANTAGE:	+1	SIZE MODIFIER:	+2
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	2D6 (+10)
SPEED:	3D6 (10)	ISHO:	2D6 (7)
PERCEPTION:	+1	COLOR:	2D6 (Desti,Ebba)

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Bronth are the descendants of the bears of Earth. Modified by Iscin, bronth stand upright, have opposable thumbs, and demonstrate a very human intelligence. They stand eight feet tall, and sometimes weigh as much as a thousand pounds. Their bodies are covered with dark brown fur, which acts more as insulation than real protection.

The bronth realm of Dobre is located to the east of Burdoth. They have inhabited these lands for thousands of years. Their close proximity to Burdoth has put them in good contact with humans. Other than occasional tariff or quota-type incidents, relations have been good. The main point of bronth/human contact is now through the city Sychill, which sits on the end of an isthmus at the beginning of the Sychill sea. From this point, the bronth realm is within sight. The channel between the realms is only about forty miles across. Unfortunately, foggy weather often obscures the view. Limited visibility has long been problematic in controlling the waterways. Ramian and cleash ships have been rumored to pass through the channel, although never actually spotted from either bronth or human realm.

By the treaty of Klein-Khodre, a bronth is always present on the Ardothian Council. Although only a single voice, bronth representatives have played a major role in the council's decisions.

Bronth abhor slavery, and take steps to crush it where it exists. Their roots on this topic date back to the Iscin Legends, when crugar dominated the other Iscin creatures, forcing them to do their bidding. The bronth are the scholars of the ancient Iscin Legends. Around their campfires, they explain to their young how Iscin created the bronth, the woffen, and the crugar. And how two conspiring devils, one a man, the other a crugar named "Choundra" killed Iscin. Bronth then struggled through life, competing with the crugar, and working with the woffen. When they were strong enough to leave the crugar, they traveled from the Iscin lands on a long journey. Over several years they crossed a sea, and landed finally in the Dobre (homeland).

Bronth are partial to pets. They often keep tarro and pibber around. Although large and powerful, bronth can be very gentle. Small menageries can be found in most of their cities. There is no contradiction between the bronth's hatred of slavery and their keeping of animals; all are treated with respect and dignity. Bronth do not abuse any creature without cause.

Bronth dislike ramian for a number of reasons. Their northern coastline was devastated by ramian attacks less than two decades ago. Ramian continue to venture into Dobre in search of their precious limilates, and in hopes of causing disorder.

Bronth maintain what are generally considered to be fair and even stances on most political issues. They object to trade with ramian off of their coastal waters, and will attack ramian vessels within their jurisdiction. The issue of ramian daij-trade with Burdoth is a thorn in the human-bronth relations. By allowing the ramian to obtain their healing limilates, the security of Dobre is jeopardized. Unless in chiveer, ramian will never attempt an attack without supplies of "shirm-eh" on hand.

Dobre maintains an extremely friendly relationship with Lundere, the neighboring eastern realm. The woffen of Lundere have aided the bronth in each case of ramian invasion. The two realms regularly conduct military maneuvers together in northern Dobre.

The realm of Crendor is an ancient bronth land which now serves as their military base. The bronth of Crendor are more militaristic, and less hospitable than others of this race, although there is a clear understanding of the need for mutual defense.

Tlon is the capital of the bronth realm of Dobre. Situated just north of the Burdothian city, Sychill, it is a major center for trade and diplomatic relations between the two realms.

Architecture must be designed with especially high ceilings to accommodate bronth. Because of the strong human-bronth political interaction, much of Burdoth is built to these specifications. They prefer an open-air ambiance when possible.

The bronth are omnivorous, eating both meats and plants. They are fond of durlig, and have learned to grow it with human assistance. Bronth especially enjoy "mallmis," the thick, boiled down goop left in the bottom of empty rusper barrels. When the craving strikes, bronth can be found scooping this sludge out of the rusper kegs left to dry outside of inclep and illidges.

Their language, Boru, has a thick and solid sound. Although it can communicate fairly sophisticated ideas, Boru has no words of more than 3 syllables. Woffen and bronth speak very similar languages. They have a slightly different sound, but their grammars are nearly identical. Boru is the most common language for the recording of military battles and history.

THE BRONTH IS NOT AMUSED BY HIS PET TARRO'S VIOLENT ATTEMPTS TO FRIGHTEN HIM

Cleash

ADVANTAGE:	−1	SIZE MODIFIER:	+1
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	2D6 (7)	AIM:	3D6 (+5)
SPEED:	2D6 (7)	ISHO:	0
PERCEPTION:	+0	COLOR:	0
NATURAL ARMOR:	Carapace	CARRY:	Cross Bows, capsules

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

From the Ice Fields of Gilthaw come the cleash. Exiled there by the shanthas thousands of years before humans set foot on the planet, they have slowly started to encroach into the warmer lands from which they have so long been removed. Only since the year 3464 have cleash been spotted in the East Trinnu Jungle Lands. It is not known how or when they arrive, or what they do there, but their numbers seem to be growing. They are considered a deadly menace, especially to the peoples of the southern city of Miedrinth, who send parties into the Jungle Lands in search of crystals and limilates. As of the present (3484), there have been no *major* outbreaks of hostilities. Stories of cleash attacks are few, for rarely are there survivors. And, although they have attacked no city as of yet, they are seen as a major threat to the stability of Burdoth. There has been no organized attempt to rid the Jungle Lands of them.

There is no history of cleash being treated with hostility by any other race, yet they almost always attack on sight. Their origins have never been understood. Earth scientists found them in the ice fields, a habitat to which they are poorly adapted. Stranger yet, odd tools of machined construction were found about their encampments, demonstration of a more advanced technology.

These creatures are categorized by historians as "Demons of evil," and as "Takers of lives." It is evident that cleash feel no remorse in killing. Their senseless slaughter of towns-people are proof of their bloodlust. They are despised in most realms, and must take up residence in the Ice Fields of the Gilthaw.

The body of the cleash is large, but physically weak. The hard crusty surface of the cleash's body is similar to bone. They rarely engage in hand-to-hand combat, preferring to attack while opponents are still at range. Although capable of fighting with swords, they have trouble gripping the hilts of weapons. They prefer cross-bows and pole arms.

Cleash always attack shanthas, attempting to destroy them at any given opportunity. Cleash fanatically lay down their lives in the pursuit of shanthic destruction.

Cleash children are hatched from eggs about 10cm in diameter. If heated over a flame, the unhatched eggs will become beautiful crystalline spheres. Cleash often kill their unborn children when in need of capital.

These creatures have an ability to dominate and control scarmis, a related race. Their aroma and the distracting sparkles given off by their canthers (the large humps at the top of their backs) are said to be their means of control. Through these signals they seem to be able to direct scarmis to do their bidding. Cleash of the East Trinnu Jungle Lands send scarmis for supplies and tools to nearby towns, often Miedrinth, and small towns in Anasan. Scarmis enter towns and cities in small groups, using cleash eggs as bargaining items. Although from cleash, they are beautiful indeed. They can usually be bought for 5 gemlinks, but have a value of 10 or 20, depending upon how far the cleash offspring was into its development. The earlier the egg is heated, the smaller, but more beautiful it becomes.

Cleash appear to associate well amongst themselves. Their encampments often contain as many as twenty or thirty members. The cleash population is increasing in the East Trinnus. Peoples of Jorune often wonder what plans they might have there.

Cleash eat spirrics (see: giggit). Only this food seems to satisfy them.

Cleash creep stealthily, but have trouble running. Their relatives, the scarmis, are noisy, but fast. Scarmis can usually be detected while still many meters away. Those sinister cleash eyes have been known to frighten many an intrepid explorer into fainting. They inspire fear in most creatures.

Cleash employ a guarded chemical technology to create capsules. These fist sized weapons are constructed by the cleash, presumably in their northern homelands. Thrown at targets, they explode, performing the function for which they were designed. Capsules have been known to give off heat, intense cold, smoke, blinding gas, light, food odors, knock out gas, tangly vines, and repulsive odors. Capsules can also give off powerful conscussive blasts. Cleash are usually armed with a handful of these tiny devices. They appear able to quickly obtain these golf-ball sized weapons in any quantity. Although they are not produced biologically, their bodies do seem to play some role in capsule production. Because their arms lack much throwing power, they often use cross-bows to propel their capsules.

CLEASH TOTING FULL SPERRICS SACK

TEVES 84

Corastin

ADVANTAGE:	+0	SIZE MODIFIER:	+3
CONSTITUTION:	3D6 (10)	AGILITY:	2D6 (SL:0)
STRENGTH:	3D6+3 (14)	AIM:	2D6 (+10)
SPEED:	2D6 (7)	ISHO:	0
PERCEPTION:	+0	COLOR:	0
CHOSEN WEAPON:	Club & Mace	CRUDGE ARMOR:	−1 to all wounds

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Corastin are the largest of the intelligent races. They stand a full 3 and a half meters in height.

Corastin are violently territorial, but instead of attacking those who violate their homes, they will usually request an offering . Most any tribute will do. Corastin are more interested in the *quantity* of the offering than the substance. They understand the concept of currency, and appreciate small trinkets. 10 or 20 pounds of tidbits will totally thrill them. Those who have the misfortune of offering too little, or those who encounter a corastin in a vile mood will be faced with a violent behemoth of incomprehensible strength. They often carry clubs and maces (simple trees will due) with which they bash the life out of their enemies (few as they may be). Although large, they tire easily in chases.

Corastin tend to live on their own, although they enjoy congregating in large groups from time to time. When not faced with territorial claims, their moods are often pleasant. Corastin have even been known to travel with other creatures for short periods of time. These enormous creatures demand a great deal of privacy.

Corastin exist in small numbers in each of the larger Jorune cities and can be found in all but the coldest of environs. In towns, they are usually hired to perform burdensome tasks, moving and lifting crates, helping in construction, etc. Corastin understand the concept of slavery quite well. Those who attempt to enslave them usually end up as pulp dripping from the end of their powerful clubs. For this reason, corastin and bronth seem to have a basic respect for each other.

The corastin is covered with a heavy, layered skin called "crudge." Although it does not deflect weapon blows, it does slow them down; subtract 1 point from all wound rolls against crudge armor. Because of their great size, they are easier to hit. Characters receive a bonus of 4 points when attacking corastin; however, as a consequence of their size, locations from the chest and up are usually out of reach for human sized creatures (boccord can't reach to their heads). Bronth are tall enough to strike even the head of corastin, but rarely does the situation occur where bronth would opt. to fight these creatures.

Although their poor hearing and eyesight prevent them from being very effective guards, some establishments will hire corastin just for the "come near me and I'll pound you to mulch" attitude they project. By keeping a fierce composure, they usually avoid battles.

In most realms, the language of corastin is a very simple mixture between the language of croid and that of humans. It isn't quite known how Entren concepts entered their language, but this seems to be a universal wherever they are found.

The homes of corastin are often caves, trenches, huts, or pits. The tribute they collect is often kept buried not far from their homes. A common believe amongst corastin is that buried tribute brings them luck.

Croid

ADVANTAGE:	−2	SIZE MODIFIER:	+3
CONSTITUTION:	3D6 (10)	AGILITY:	2D6 (SL:0)
STRENGTH:	3D6+5 (15)	AIM:	2D6 (+10)
SPEED:	1D6 (4)	ISHO:	0
PERCEPTION:	+0	COLOR:	0
CHOSEN WEAPON:	Rock & Stick	CRUDGE ARMOR:	−1 to all wounds

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Croid are heavy, slow moving brutes that boast incredible strength, but only borderline intelligence. They are relatives of the corastin.

Croid are covered by a tough, layered skin called "crudge." Subtract 1 point from all damage rolls made against croid due to the presence of this armoring. Although protective, the crudge of croid does have its drawbacks. These creatures respond poorly to cold weather. The lowest layer of the crudge undergoes physiological change when exposed to cold, growing rapidly to protect the creatures. Croid experience a powerful itching sensation when this happens. For this reason, the cleash "cold capsule" is an especially effective weapon against croid. Croid live in warm or hot environments. They can be found in the deserts and plains of Jorune.

Approximately three meters in height, croid stand tall and heavy. Even in comparison to the larger corastin, their sheer bulk stands out. They are living terrors in combat. They rarely use weapons, but will occasionally grab sticks for spears and hurl boulders. They are capable of throwing objects a great distance.

Croid and scragger enjoy a symbiotic relationship. The croid's crudge skin grows quickly, and can often become so thick that movement is restricted and itching becomes unbearable. This is where the ravenous scragger comes in; they dig into the crudge, gorging themselves while cleaning the croid. It is not uncommon for the scragger to attach themselves semi-permanently; if they become a nuisance, the croid can easily pluck them off and dispose of them. Croid-eating scragger are not likely to seek new hosts when already in a comfortable position; beware the unattached scragger in search of a meal.

The glands located near the croid's neck are especially vulnerable to attack. Although very difficult to hit (+8 to hand-to-hand attacks, +15 to range attacks) the area is unarmored by crudge. Add 6 to damage rolls made against this spot (treat it as a hit to the head for wound result). Croid are often killed by a single, well placed blow to this vulnerable spot.

Croid walk at a slow, lumbering pace, until they have succeeded in lulling their opponents into a false sense of security. Then they lash out at their foes with almost human speed. Although these little bursts of energy can last for only 5 or 10 seconds at a time, that is usually all it takes to grab an unsuspecting onlooker. Triple the croid's speed for this duration.

Amongst themselves, croid do a great deal of fighting. Their rumbling roars can be heard from miles away. People sometimes gather at safe distances to watch the spectacle. Although there's a great deal of noise and tumbling, neither participant is usually critically hurt.

The croid's diet is hardly selective. They have no trouble eating anything they kill. Their diet includes all sorts of creatures found in the surrounding environment. Whatever they catch, they eat. The skulls of defeated opponents hang around their necks. Few wish to end up as croid jewelry. These creatures are typically avoided.

The croid language is very primitive. It is made up of basic, primordial grunts, and is very unpleasant to hear. Few learn to speak this language, and few croid learn to speak Entren. For this reason, croid encounters are often hostile in nature. Croid sounds are often imitated to frighten children.

Crugar

ADVANTAGE:	+1	SIZE MODIFIER:	+0
CONSTITUTION:	3D6 (10)	AGILITY:	2D6+6 (SL:1)
STRENGTH:	3D6 (10)	AIM:	2D6 (+10)
SPEED: biped	3D6+5 (15)	SPEED: quadraped	3D6+15 (25)
PERCEPTION:	+3	COLOR:	3D6 (Desti)
DYSHAS:	Lightning blast on a 6		
ISHO:	2D6 (7) ×5 if lightning blast		

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Crugar are descendents of Earth's cat family. Through the work of Iscin, these creatures were altered into intelligent bipeds with opposable thumbs. The most popular version of the Iscin Legends name crugar responsible for Iscin's death, the result of a conflict of wills. "Choungra," the crugar who slew Iscin is remembered as an animal devil; his name is invoked by many races.

The crugar body is approximately human sized: more slender and a little shorter. The crugar's tan hair is worn cropped close to their bodies in southern Temauntro. Their northern cousins, the "cygra," wear their hair long.

Although the Iscin Legends that put crugar in a bad light are still told, crugar are judged just as harshly by their unnaturally cruel recent pasts. Their merciless slaughter of helpless woffen during the Ninindrue plague slayings of 2934 put them at odds with woffen, humans, boccord, and muadra.

Even more recent was the crugar invasion into Burdoth. Only now, some 60 years later, is life settling down from the resulting hostilities. The Temauntro border is still a hotly disputed region. Although the crugar of the interior valleys have agreed to obey the current treaty, those of the Dowtros, (the mountains along the western edge of the Doben-al) have shown little willingness to comply. Crugar raids into Khodre constantly trigger little wars. There are two sides to this story; humans of Khodre, far from innocent, have for centuries exploited the region's wealth of minerals and plant life. The crugar have been attacked in lands they claimed centuries ago.

Crugar pronounce "ch" as "sh." Thus, Chaln Docha is pronounced by crugar as "Shaln Dosha." Burdothians misunderstand the crugar pronunciations, assuming the "sh" sound to be the result of a slurred accent. In Burdoth, to the irritation of crugar, Shaln Dosha is written and pronounced "Chaln Docha."

Crugar have short tempers that flare up easily. Although they may show restraint when deciding to fight, once they've decided to attack, they are committed. Crugar rarely disengage from battle once begun. Their sheer speed often helps them in combat; they receive a +1 to advantage if fast enough (their speed must be 18 or higher). Crugar slash out with their powerful claws, bite ferociously with feline fangs, and stab viciously with their hooked swords.

Their physiologies allow for both bipedal and quadruped movement. Although running on all fours gives them more speed, when not hurried they will walk as bipeds. When crugar travel with wild cougar, all may appear as quadrupeds, a clever disguise.

Crugar squint their eyes when they speak, a trait often bothersome to humans. Crugar can appear very intimidating; arching their backs and hissing, they look even more formidable than they actually are.

The crugar religion of Chen Ichi celebrates the glory of revenge and righteous action. They see themselves as liberators, not murderers, in their own versions of the Iscin Legends. The Tauch-kie, their priests, teach crugar-superiority. Many battles and attacks are righteously fought.

Crugar encampments are fairly small. These creatures have trouble co-existing in large numbers. 30 or 40 crugar are an average-sized tribe. Crugar spend much time grooming. They appear well kempt. They usually travel in groups of three or four, and these few will keep a small distance from one another.

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Human

ADVANTAGE:	+0	SIZE MODIFIER:	+0
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6 (+5)
SPEED:	3D6 (10)	ISHO:	3D6 (10)
PERCEPTION:	+0	COLOR:	3D6 (spread)

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

The human form has not changed over the millennia, although humans are now slightly taller and heavier than they had been on earth. The average human male stands about 6' and weights about 180 pounds. Females have similar proportions.

Humans represent the majority of the intelligent Jorune population. Their society, the most "civilized" on the planet, is generally considered the norm, especially by humans themselves. Although over the years they have accepted muadra, boccord, and other races, none have been truly welcomed into the ruling ranks. Muadra are carefully supervised, and their use of dyshas is restricted within city limits. Boccord have been slightly easier to coexist with. Luckily for humans, the newly discovered caches of earth-tec represent advances only for themselves in terms of power; no other creature is able to use energy weapons, as they are activated by the fingerprint scan sensitive only to human prints. These weapons can be altered to fire without the print scan, though the alteration process is a new one, not always successful. It is a crime punishable by death in Burdoth to alter, or own arms of this kind; all such weapons are to be turned over to the council in Ardoth (local finds should be brought to the attention of the nearest kim).

Humans can be found on all corners of Jorune, but do not commonly inhabit such treacherous areas as the Trinnus, Voligire, or the Gilthaw. If players end up in some unknown region, there's a good chance that humans exist not far away.

Humans come from a wide variety of backgrounds. They generally dislike or despise the cleash, ramian, and crugar, but have some affinity for thriddle, woffen, and bronth. Human trust of muadra is weak, but growing stronger with time. The Energy Weapons War is less than 50 years past.

Most humans of the Burdothian countryside have never seen energy weapons before, although they know of their existence. Daij, on the other hand, is an almost universally applied concept. Even in the backwoods communities, daijic can be found, although places with little Ardothian contact often use highly trained caji as daijic (they can work without crystals or daij meat). Such a system works only when muadra are trusted members of society.

Muadra

ADVANTAGE:	+0	SIZE MODIFIER:	−1
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6+3 (+0)
SPEED:	3D6 (10)	ISHO:	3D6+20 (30)
PERCEPTION:	+0	COLOR:	To be determined.

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Muadra are close relatives of humans. They are the only race other than the shanthas able to harness the full spectrum of Isho necessary to master dyshas in each of the color groups. Although muadra have existed on Jorune since the early years after the Earth colony, it is only in the past 40 years that dysha education has become widespread.

Muadra culture is closely entwined with human culture. For the most part, muadra live in human cities, and have human occupations. Those who endeavor to learn dyshas, to master Isho, are called caji, in rememberance of Caji Gends, the first muadra to learn dyshas. True masters of dyshas and Isho are called copra (from the shanthic word).

In general, "Isho illiterate" muadra will be poorly mannered, and of low educational background in other respects. The inability to create even a simple naull orb is seen as a sign of retardation in caji society, at least in the larger cities. Pockets of muadra found totally out of contact with the muadra society of Burdoth will have no dysha skills; they won't even be able to kern. Such throw-backs are often referred to as "muads."

Based upon the color groups and dyshas rolled, imagine what the caji's personality might be like. If only Desti dyshas are known the character may be a bit sinister. If a mix of Shal and Tra are known, the caji is probably a wealthy sophisticate (Hishtin assistance for Shal training is expensive).

In the city, muadra know dyshas on a roll of *2 through 6* on a D6. Muadra who grow up in the country know dyshas *on a roll of 6* on a D6.

The following procedure generates dysha abilities for muadra who succeed on the above die roll. Roll a D6 for each color group. If the roll is *greater* than the number listed to the right of the name of the group, then the muadra knows some of the dyshas in the group. For the Shal group, the success roll must be repeated (a roll of 12 is needed on 2D6).

Roll a 2D6 to determine the highest difficulty of dysha mastered in a group. All dyshas below this skill level in the group will be known as well.

Roll	Maximum Difficulty of Dyshas Known in a color group
2 - 7	0
8 - 10	1
11	2
12	3

DIFF DESTI: 2
- 0 Lightning Blast
- 1 Stiff
- 2 Frost Bolt
- 2 Lightning Strike
- 3 Penetration Bolt

DIFF DU :3
- 0 Orb of Light
- 0 Flingers
- 1 Quantum
- 2 Cast Energy
- 3 Crater

DIFF EBBA :4
- 0 Power Orb
- 0 Force
- 1 Tumble
- 1 Levitate
- 2 Power Hold
- 3 Spinner
- 3 Constrictor

DIFF LAUNTRA :4
- 0 Fire Touch
- 0 Healer
- 1 Night Eyes
- 1 Faint Touch
- 1 Quiet
- 2 Spider Grip
- 2 Spectral Stun

DIFF GOBEY :4
- 0 Shield
- 1 Bubble
- 1 Body Shield
- 2 Wall
- 2 Shield Shatter
- 3 Cage
- 3 Shield Implosion

DIFF SHAL :5
- 0 Faint
- 1 Calm Animal
- 2 Darkness
- 2 Scramble
- 2 Body Freeze
- 2 Brain Blast
- 2 Craze
- 3 Drain
- 3 Senses

DIFF TRA :5
- 0 Deflector
- 1 Inner Ear
- 1 Inner Eye
- 2 Reflect
- 2 Power Vine
- 2 Create Warp

You can calculate the Color rating of a caji. Add up the number to the right of the name of each color group the caji has, then add 1 point for every 2 dyshas the caji has learned. Add to the caji's total Isho, 10 points for every dysha he knows. Twice this number of points are available for boosting the caji's maximum Isho in the different groups. Where these points go is left at the Sholari's discretion.

The caji society notes in the Tauther Guide cover points to consider in the creation of muadra NPCs.

Ramian

ADVANTAGE:	+0	SIZE MODIFIER:	+1
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6+3 (+0)
SPEED:	3D6+3 (13)	ISHO:	0
PERCEPTION:	+2	COLOR:	0
NATURAL ARMOR:	Leather		

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

The ramian is a tall, intelligent race armored by hard bone exoskeletons. They are very xenophobic, and do not appreciate strangers wandering into their secluded northern realm of Voligire.

The motto of the race is "Rurvi Tchorko," (Powerful Silence). Their postures embody this attitude. Ramian are slim creatures, standing approximately 3 meters in height. Ramian are quite mobile—long legs allow a rapid gait. They can maintain a speed of 5 miles an hour, up to 14 hours per day.

Their appearances are deceiving. They are as strong and dexterous as boccord, without the bulkiness. They prefer to use bolas at range, and employ the famous ramian "hard-swords" when in closer quarters. The hard-swords of ramian are crafted from rock indigenous to the Voligire region. It can be sharpened like metal, but is very heavy and swings like a club. Treat this as a sword for combat purposes, but add 1 to the injury roll as a bonus.

Ramian usually speak in low, even voices. They do not flinch when insulted; their behavior betrays little emotion. In spite of this apparent indifference, their memory of injustice lives on to their deaths. They find appropriate ways and times to repay those who have wronged them.

The differences between the male and female of the species are not readily apparent. A ramian's *personality* certainly gives no gender clues. Only thriddle claim the ability to differentiate between the sexes, a skill which they are quite proud and secretive of.

Once every twenty to thirty years in the ramian's 180-year lifespan, large bone tusks called "chivs" grow from their jaws. This is called "the time of chiveer," or "chiveer." Ramian undergo great psychological changes during the two months of chiveer. They become barbaric and hostile. Of thousands of ramian, there will be a few who can control their chiveer passions. Ramian who successfully master the Inner Rage will find strength and resourcefulness beyond that of normal ramian. Such ramian, known as the "Chiven Rachu-eh," are greatly respected in ramian culture. In their language, "Rachu-eh" loosely translates to "master of one's self." Such ramian are marked by their purplish, streaked, temples. In suppressing their rage, they cause delicate tissues to rupture.

Generally disliked and mistrusted, ramian are despised by many races. Much of this hostility is attributed to the atrocities of chiveer. Under neutral circumstances, limited forms of truces and trade agreements have been reached. And although few ramian ever form friendships with creatures of other races, occasionally they are available for hire as guides and guards (they are excellent in both capacities).

Far from rare are the incidents when groups of these creatures in their barbaric state set out looking for trouble. Their viciousness cannot be underestimated. Although Burdoth has no official policy, some territories and regions offer bounty on ramian chivs (tusks).

Amongst themselves, ramian seem to co-exist without problems. It is said that ramian share a primitive telepathy. This is a privacy between ramian which cannot be eaves-dropped. This ability has never been established as fact however, and many believe that it is their sensitivity to subtle movements and moods that allows them such understanding of their own kind. A consequence of their perceptiveness is their foreknowledge that a caji is about to use a dysha.

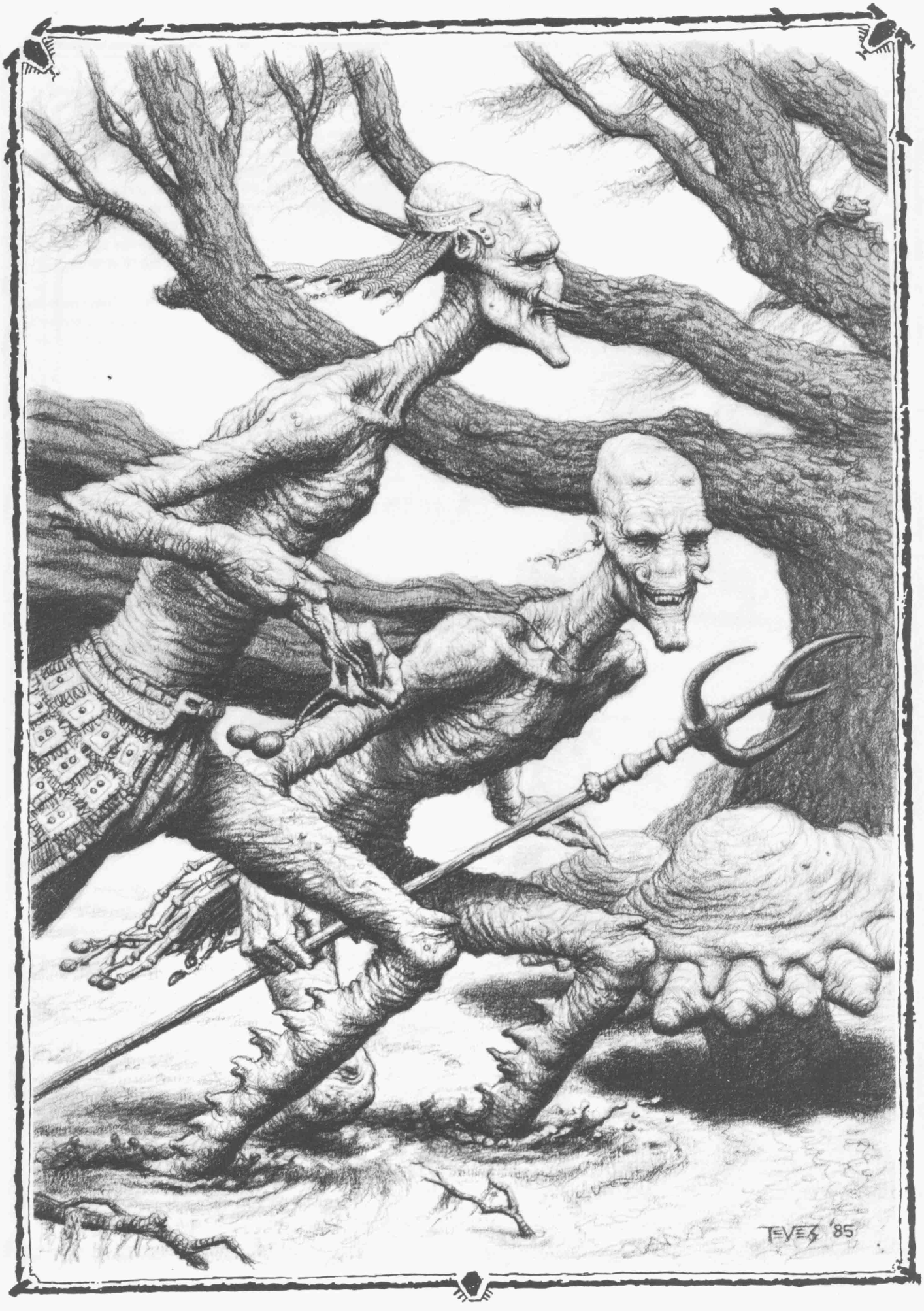
The ramian heal very slowly without ingesting the "shirm-eh" limilate. Its abundance in Burdoth and absence in Voligire have forced the ramian to trade with humans. Although humans have no desire for trade with an enemy, especially when a healing limilate is concerned, they have reason to do so. Ramian are the only suppliers of the aquatic "daij." Ramian trawlers can be found fishing for these enervors in many of the northern seas of Jorune. Daij are in great demand by many races, particularly thriddle and humans. Only ramian, *entirely* Isholess creatures, can safely pursue the daij.

Burdoth and Voligire exchange hostilities; enraged humans have attacked with the ruthlessness of the chiveer.

Lands and islands south and south east of Burdoth have been crawling with ramian in recent days. An ocean warp near the Seas of Vosule (on or near the Voligire coastline) that links to southern Sillipus, is rumored to exist.

Ramian *will not enter* the neighboring shanthic lands of Lundere, although shirm-eh grows there in abundance. This aversion is not explained, although it was probably the reason that the ramian invaded Dobre when Lundere more readily accessible.

Voligire is a dark place of black bogs and swamps. It is no place for humans. There the ramian live a secluded existence, daij fishing in the Sea of Vosule, and farming in their silent conclaves of agriculture.


TEVES '85

Scarmis

ADVANTAGE:	+0	SIZE MODIFIER:	0
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	3D6 (+5)
SPEED:	3D6 (10)	ISHO:	0
PERCEPTION:	+0	COLOR:	0

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Scarmis are the pawns of the cleash. Their insect-like bodies are descended along the same lines as the cleash. Summoned by the cleash's odor and canther sparks, scarmis can be quite dangerous. When under cleash command, scarmis often carry cleash capsules and cleash pre-hatched eggs.

On their own in the wilderness, scarmis are non-threatening creatures. In cleash-less areas, they are even taken as guards and assistants. Their fighting abilities are quite unlike those of cleash. The arms are powerful, their legs move fast. Their only drawback in battle is the inability to surprise opponents. The joints of the scarmis clatter as they walk.

Nothing is known about scarmis society, if they do indeed have one. It appears, from casual iscin study, that scarmis co-exist without any difficulty, and never fight amongst themselves. They spend their time collecting edible shrubs and wild game. They abhor durlig; this was discovered by an iscin observing these creatures in the Western Trinnus. Scarmis even back away from the stink of rotting durlig tops. Although this would be no defense against them when cleash-directed, it's an effective way to put off scarmis.

Let us not forget that scarmis are intelligent beings. They speak the language of cleash (its name, and many of its words are unformable by the human vocal tract). Scarmis build small homes in the wild. Made of dung, these mulch houses are architecturally fascinating. They employ bizarre methods of support, and have twisting, claustrophobic passageways.

Scarmis appear scatter-brained. They don't understand much of the civilized world around them, but they can function passably in society. Loyalty appears to be a characteristic beyond the scarmis mentality. And if cleash ever show up, scarmis guards traveling with a party can turn into pretty ugly executioners.

SCARMIS, SERVANT OF THE CLEASH

Shantha

ADVANTAGE:	+2	SIZE MODIFIER:	+1
CONSTITUTION:	3D6 (10)	AGILITY:	2D6+6 (SL:1)
STRENGTH:	3D6 (10)	AIM:	2D6+15 (-4)
SPEED:	3D6 (10)	ISHO:	*
PERCEPTION:	+8	COLOR:	*

DYSHAS: Roll difficulty as for muadra, but add a 4 point bonus. Shanthas will have all dyshas in all color groups of that difficulty level and down.

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Shanthas stand almost 7 feet tall. Shanthas have no eyes; they see with their Tra-sense. Their small, sculpted ears are sensitive beyond the human spectrum. The shanthic mouth and vocal cords can mimic virtually any sound. Their spoken language employs vowels that the human vocal tract is incapable of reproducing. The sounds and expressions required to communicate in this soft, flowing tongue exceed the capabilities of non-shanthas. Parts of the written shanthic language can be learned, although even thriddle complain of its complexities.

Shanthas craft and wield ritualistic blades from the thailiers of the Dhar Corondon. Shanthas always maintain a sense of calm, even in battle. Their term for death is "shyee" (the Isholess state).

Shanthas live only in small, secluded settlements. Their camps are quiet, somber places. Shanthas of each of the seven sects will respond differently to strangers. Rarely will a shantha wish to communicate or barter with a member of another race.

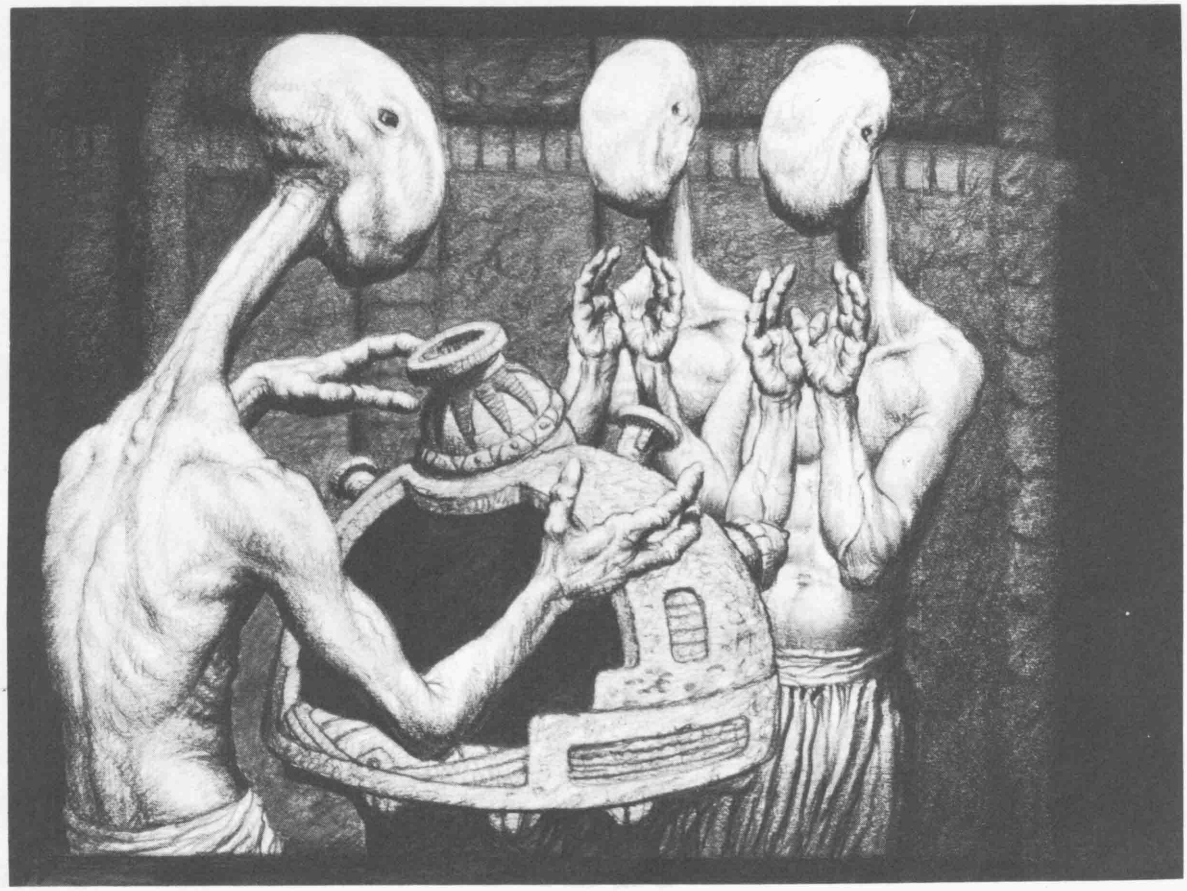
To determine which dyshas a shantha knows, roll 2D6 and add 4. Look this number up on the maximum difficulty table (in the muadra description of this book). The shantha will know all dyshas, from all color groups, at this level of proficiency. Rolls higher than 12 on this roll should be treated as 12.

Shanthas are not necessarily violent, but do have a very firm view of the way their interactions with other races should proceed. For this reason, shanthic etiquette is a necessary skill for shanthic encounters. Though they may not strike out at those who offend them, they will surely offer them no assistance.

As vulgar as the language sounds to them, most shanthas speak Entren with reasonable fluency. This potential might not be shown to player characters, however, for shanthas speak very little when in the company of boorish humans who gawk at their Isho mastery.

For more information on shanthas, and brief descriptions of the seven sects of their culture, see *Shanthas on Jorune* in chapter 7 of the Player Manual.

Shanthas Projecting Sho-sen



Thivin

ADVANTAGE:	+0	SIZE MODIFIER:	−1
CONSTITUTION:	3D6 (7)	AGILITY:	3D6 (SL:1)
STRENGTH:	2D6 (7)	AIM:	3D6 (+5)
SPEED:	2D6 (7)	ISHO:	3D6 (10)
PERCEPTION:	+0	COLOR:	3D6 (spread)

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

The hairy body of the thivin is smaller than that of a human, and is unmuscular. Even so, they heal very rapidly, at nearly twice the rate of humans. With their great regenerative ability, and their naturally long lifespan, there are a great many old thivins living on Jorune.

Thivins are best known for their reputations as traders and tapestry makers. Their name has become synonymous with "trader." These creatures drive ferocious bargains. The unwary are often taken in by their calm, personable manner. The expression, *"A thivin's five"* means *four*; this does not imply dishonesty, but skill in trading.

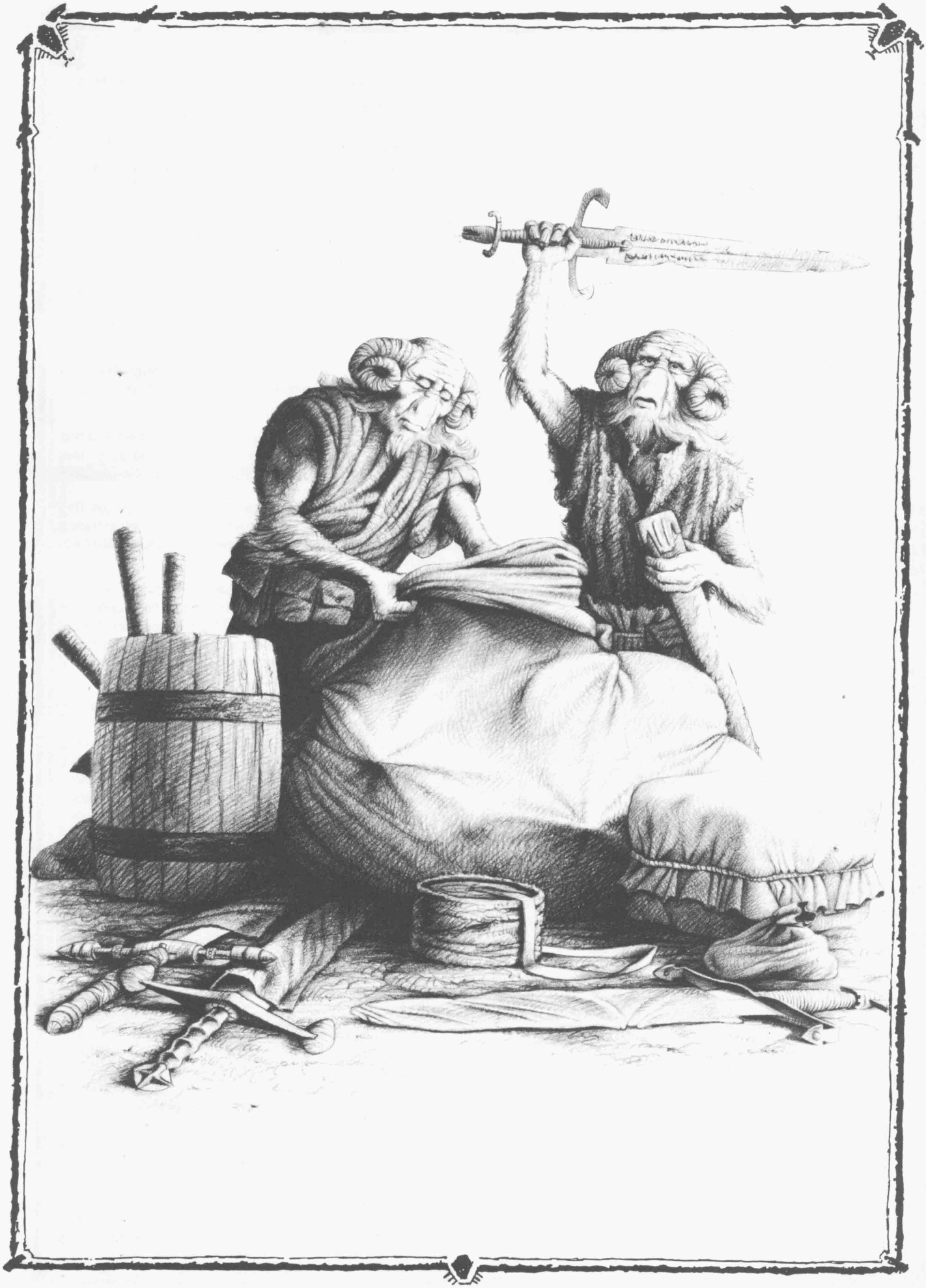
Often considered the planet's greatest craftsmen, they are master wood-carvers, jewelers, and weavers. Their artistic creations are favorite purchases of thriddle, who proudly display their collections of "thivin art" wherever possible. Elegant rugs and ornaments for arms and armor are crafted by these long-lived creatures. Town-dwelling thivin weave carpets of exotic construction. These "gauthi" rugs contain small indigenous insects which change their skin patterns gradually over their thousand year lifespan. When woven into rugs, these insects are still in their cocoon stage. Ancient gauthi rugs have been known to spring to life, *devouring furniture, buildings, and even creatures* in their emerging fury. This is however, an extraordinarily rare occurrence.

A superstition warns against harming thivin. Some creatures swear that their greatest misfortunes occurred just after cheating or mistreating one of these gentle traders.

The language of these creatures is a soft, graceful combination of inflected sounds. Their mouths have difficulty forming the abruptness of the sound "k." Their mastery of many languages is a tool of their trade; persuasion is an art which depends upon communication. These creatures never grow tire of conversation; day and night, their soft, melodic voices can be heard floating through their camps. They are skilled with dichandra stones, whosins, jampers, and tenter shines, and are eager performers. Thivin are the only race capable of using "crystal music rods." Their natural Isho creates some sort of feed-back mechanism that turns crystals (and especially boc-rods) into melodic instruments.

Thivin children don't wander too far from home, but do play with children of other races. Other than muadra and boccord, thivins seem to mix the best with humans. Their drive towards gambling seems compulsive. Card and board games are admittedly enjoyed, but it's shambo and mayoo that really draw them in.

The thivin diet is a more restricted than that of most other races. Other than durlig, there are few foods they are capable of digesting properly. Although they won't starve eating other foods, their stomachs become unhappy hell-pits when fed food even as mild as coditch. The durlig relative, gerrig, is also acceptable to them. Since both durlig and gerrig are difficult to harvest, the thivin must often rely upon their leafy tops. Unfortunately, these greens begin to rot immediately after picking. Thivin encampments are often permeated by the wretched odor of decaying food.



Thriddle

ADVANTAGE:	−2	SIZE MODIFIER:	−2
CONSTITUTION:	2D6 (7)	AGILITY:	2D6 (SL:0)
STRENGTH:	1D6 (4)	AIM:	3D6+5 (+0)
SPEED:	2D6 (7)	ISHO:	3D6×5 (50)
PERCEPTION:	+0	COLOR:	Use Muadra Scheme
DYSHAS:	Use Muadra scheme but substitute Desti with Shal		

Numbers in () are averages. For agility, this is average skill level for hand-to-hand attacks. For aim, it is the average penalty or bonus based upon an average aim.

Although thriddle inhabit the Cerridus Sea island of Tan-Iricid, they can be found in most other realms. They make no enemies, and they share other races misgivings about cleash and ramian. Thriddle have had a long-standing trade relationship and enjoy good relations with the eastern crugar of Temauntro.

Thriddle are politically active creatures, though they tend to exert their strong influence from the background, as advisors. Thriddle negotiated the treaty of Klein-Khodre, and are one of the members of the Ardothian council. They interact in the affairs of most all races.

Thriddle excel in the arts and humanities, which they prefer to the hard sciences of Earth-Tec. Thriddle math, however, is the most advanced on the planet. It was their insightful mathematical discovery at the beginning of the century that started them on their quest to understand the manipulation of warp mappings. They need still more information before their knowledge will have practical applications. Thriddle rely upon their hired data-collectors, who use daij meat to heighten their perceptions of the planetary Isho structure. Presently, warp travel is extremely rare.

Thriddle are "language masters;" their abilities to comprehend both the spoken and written word are extraordinary. They use travel as an excuse to pick up new languages. Thriddle "fadri" (teachers) are in their greatest numbers in Tan-Iricid, but are easy to find in any major city. Fadri charge reasonable rates to teach languages, history, cultural enrichment, geography, etc. It is only through fadri that some of the more obscure languages can be learned (cleash and ramian are examples).

Thriddle are very inquisitive creatures. They compile information by hiring researchers. Those who accept this job are called "querrids." They are traded gemlinks for information as obscure as "What do corastin prefer to eat?" and "what is the average size of a Dhar Corondon's thailier?" Thriddle themselves are, by their very natures, living querrids. Any knowledge found or purchased is always meant to end up in Tan-Iricid. Creatures who act as querrids are looked upon with favor by the thriddle.

The Mountain Crown of Tan-Iricid is one of Jorune's greatest wonders. Carved into the side of a mountain, this capital city is built to proportions much larger than thriddle need. Doorways and ceilings average 4 meters in height. Although its origins are murky, it seems certain that thriddle are not responsible for the Mountain Crown's construction.

The city of Tan-Sor lies along the Tan-Iricid coast, only a few miles from the Mountain Crown. The pathway which connects the two is called the "rilij." Giddynes are needed to enter the Mountain Crown of Tan-Iricid. They cost 10 gemlinks. Giddynes have no expiration dates, but permit entrance to only the bearer. The near endless thriddle libraries are available to those who enter. If approached politely, thriddle scholars at work may be willing to answer questions.

"Tristy" are the thriddle eyes. "Trid-nodes" are the odor-sensing organs on their backsides. They quiver slightly when thriddle are tense, hence the expression "Quivering trid-nodes!" Thriddle consider the saying generally overused, and in poor taste. It is wise to refrain from such comments in the company of thriddle.

Giggit are grub-like creatures indigenous to the east and west Trinnu Jungle Lands. When skewered in the bowl of a "giggit pipe," the larva release an essence intoxicating to thriddle. Non-thriddle often find it repulsive. Connoisseurs "grip" the thriddle pipe—they hold the bowl in their hands, warming it slightly with their body heat. This heightens the aroma of the lanced larva to an extent not truly appreciated by the occasional user.

Thriddle expeditions into the Trinnus are common. The jungles would be crawling with thriddle were it not for the regional cleash infestation. Thriddle appear to be special targets of assaults; the cleash relish their extermination.

The thriddle is a fig-shaped biped. Their tall tristy sway above their heads. Their fleshy lips flap open as they breath and talk, revealing a set of tiny teeth.

The style of the thriddle's walk resembles a bird's knee-bend-hop, knee-bend-hop. Thriddle are sensitive to comments about their gait. Their gracious manner can be marred by insensitive remarks.

Thriddle only sit down when they feel comfortable and secure. They run so awkwardly that they prefer to remain standing when there is a question of safety, lest they waste three or four seconds of a hasty retreat.

The complex language of thriddle ("Triddis") practically requires a thriddle to speak it. Although not of soft sounds, it has a gentle feeling. "Thriddle Language Complex," (T.L.C.) is common in those who learn to speak Triddis. The convoluted grammar and mental mannerisms associated with learning the language spill over into even the learner's native tongue.

Thriddle use a complex character set, much to the anguish of most learners. It is said that one who becomes tauther and starts learning Triddis at that time would sooner *be Kesht* than learn to *write it*. For thriddle, language skills come naturally; they commonly speak nine or ten languages besides their own. Their fluency is commonly better than native speakers', although their word choices have a tendency to be off-based. A thriddle might, for example, describe a bad meal as "unpleasantly indigestible."

The "coditch" plant is often farmed by thriddle. Similar to Earth's corn, coditch is not very nourishing to humans although it is tasty, unlike durlig. East of the Gauss valley is the town of Cosahmi, known for its sweet coditch and backwards ways. The large thriddle contingent there grows acres upon acres of coditch, transports it over the Kuggin Mountains to Gauss, and from there, distributes it throughout Burdoth.

Throughout Jorune's history, there have been several famous thriddle. Salrough Gomo, Thriddle Seer of the North West Woodlands, was known for his containment of the Maustin Caji. Kirra Ho-Trid was Tan-Iricid's ambassador to Burdoth and a member of the Ardothian council for many years. Bennid Ho-Gomo, thriddle friend of Caji Gends, was "innocently guilty" of teaching crugar "lightning blast."

Thriddle claim to have the ability to tell apart the two ramian genders. This fact is something they are quite proud of. Their claim is unverified because the two sexes have no visibly distinguishing characteristics.

Thriddle have dyshas on a 2D6 roll of 12. Use the system presented in the muadra description for details. If dyshas of the Desti are indicated, replace with Shal. Thriddle aren't interested in bolts.

Salrough Gomo, Thriddle Seer, Invites You Into His Home

Woffen

ADVANTAGE:	+0	SIZE MODIFIER:	0
CONSTITUTION:	3D6 (10)	AGILITY:	3D6 (SL:0)
STRENGTH:	3D6 (10)	AIM:	2D6 (+10)
SPEED:	3D6 (10)	ISHO:	3D6 (7)
PERCEPTION:	+3	COLOR:	3D6 (Ebba)
DYSHAS:	Power Orb on a 5 or 6 (x3 Isho), Power Hold on a 6 (x5 Isho)		

Averages are marked within the parenthesis (). For agility, average skill level for hand-to-hand attacks is shown. For aim, it is the average penalty or bonus based upon an average aim.

Another of Iscin's creations, Woffen are intelligent, bipedal descendents of wolves. Their height and weight are of approximate human dimensions. Woffen shed their heavy fur during mullin (the summer season), helping them cool down during the hot spells common to their home realm of Lundere. Located more than a thousand miles east of Burdoth, Lundere controls the largest known protected ocean bay on Jorune.

Woffen are not known for their hygiene. They prefer to mingle with the scents of nature, both because they like the smell and because it makes them harder to detect.

Most all woffen enjoy drinking. to excess. Those who indulge excessively for years walk hunched, they are the "authew," the wretched ones. The condition can be permanent. Recently, iscin have found a way to reverse the deteriorating effects of the "stomeh" ale they drink.

Woffen have a high regard for honor. They will never leave one of their members behind, even the authew. They are a strongly united race, tactically organized as well.

Lundere is the land of the ancients. It has long been known that the great shanthic cities lie hidden beneath the Lunderian soil.

Dirt shenters are for relaxing and drinking. They are built wherever woffen live. Serving drinks, including stomeh and wholl, the shenter's "shast" serves the patrons. It is customary for the shast to ask all who enter a question—some easy, others difficult, but rarely predictable. The questions are for lightening the spirit, and a good answer gets a free drink. The people living in the region surrounding a shenter pay taxes for its upkeep, no exception is made for those who prefer not to use the facility. The fee is small and is considered an investment in the community (at least from the woffen's viewpoint). Many epics begin in woffen shenters, as tales of adventure and glorious riches are temptingly spun.

In the year 2934, large numbers of woffen were stricken by terrible paralyzing disease. The condition catalyzed the Ninindrue Plague Slayings, a crugar massacre of the helpless woffen population. The genocide was ended by the intervention of Caji Gends and the muadra he had trained. The help they gave the woffen is still remembered, even five hundred years later. Soon after the end of the slayings, Caji Gends taught woffen the power orb and power hold dyshas. These skills would prevent a repeat of the torment they had suffered.

Another great enemy of the woffen are the ramian. Although ramian don't take any special dislike to woffen (they just dislike everybody about the same), woffen become incensed and agitated when ramian are nearby. Many believe that it is the dark, featureless eyes of the ramian which arouse such anxiety. If encountered in the wild, woffen are likely to attack ramian, even when outnumbered.

Woffen are known for their keen wit and love of good company. Their parties often last for days, making a ruckus that can be heard for miles.

Woffen do a lot of play fighting. In the streets of their towns, pups are often seen tumbling and growling. Their tempers are short, but they fight with restraint. Woffen rarely kill their opponents. Only crugar seem to inspire woffen fights to the death.

Woffen mannerisms include lots of head movements. They are always scanning their surroundings. Their sense of sound and odor is superb. Place them at skill level 4 for Perception. When sensing an interesting sound or odor, their ears perk up.

Woffen: A Sudden Noise Ruins a Good Joke

CHAPTER 4
NON-INTELLIGENT CREATURES

Non-Intelligent Encounters

- Roll for Race.
- Roll for Quantity.
- Roll for Response.
- Decide where they are.

Race Encountered/Quantity

Roll a D100 to determine the race of non-intelligent creature encountered. The quantity of the creature is listed to the right of its name.

1		Harns:	D6	Dangerous
2 -	3	Losht pods:	D6	
4 -	5	Crill:	D6	Obnoxious
6 -	7	Bochigon:	D6*	Obnoxious
8 -	15	Vintch:	D20*	
16 -	20	Duradon:	D6*	Dangerous
21 -	30	Cougars:	D6	Dangerous
31 -	32	Grey mandare:	1	Manic
33 -	37	Pibber:	D6	Apathetic
38		Corondon:	1	Manic
39 -	47	Scrade:	2D6*	Dangerous
48 -	49	Talmaron:	D6*	Apathetic
50 -	55	Wolves:	2D6*	Dangerous
56 -	57	Vodra:	D6*	Manic
58 -	60	Thombo:	D6	Apathetic
61 -	63	Dreglamon:	1	Manic
64 -	70	Scragger:	2D6*	Manic
71 -	74	Beagre:	D6	Dangerous
75 -	79	Slutch:	D6*	Dangerous
79 -	86	Tarro:	D6*	Obnoxious
87 -	91	Dichandra:	D6*	Dangerous
92		White mandare:	1	Manic
93 -	94	Spirrics stage 2:	D6*	Manic
95 -	96	Spirrics stage 3:	1	Manic
97		Giggit:	D6	
98 -	100	Farg:	D6*	Manic

- A * means to roll twice, and to take the lower of the two rolls.

- Add 15 for swampland, jungle, or heavy forest.
- Subtract 20 for desert and grasslands.

- Treat rolls less than 1 as harns
- Treat rolls greater than 100 as D20 + 80

Response

Depending upon the response listing of the creature, roll 2D6 below to determine its response.

Manic

2 -	7	Attack immediately
8		Readying for attack
9 -	10	Easily provoked into attacking
11		Cautious
12		Retreats

Dangerous

2 -	5	Attack immediately
6 -	8	Ready to attack
9		Easily provoked into attacking
10 -	11	Cautious
12		Retreats

Obnoxious

2 -	3	Attacks immediately
4 -	6	Makes violent gestures indicating an attack
7 -	9	Totally ignores
10		Cautious
11 -	12	Retreats

Apathetic

2 -	6	Totally ignores
7 -	8	Cautious
9 -	12	Flees

Where They Are

Roll a D100 to get an idea where the encountered creatures are. A roll of 0 is straight ahead, 25 is directly to the right, 50, behind the players, etc. To see if the creature will surprise your party, take the highest Spot or Listen skill level of party members. For the creature, use the number listed for Attack Success (always use the lower number if there is more than one), the creature's roll needs to be higher than or equal to that number to surprise the party. If both groups make their roll successfully, surprise is mutual.

Listings of Non-Intelligent Creatures

We explain briefly each term used in the listings. All of the non-intelligent creatures are described here.

Reaction

A creature's reaction is either Manic, Dangerous, Obnoxious, or Apathetic. Manic creatures almost always attack on sight. Dangerous creatures sometimes attack. Obnoxious creatures usually want nothing to do with the players, but will attack if bothered. Apathetic creatures, like thombos, often flee when approached.

Advantage

Add this number to Advantage rolls made for the creature. The Sholari makes decisions for the creature based upon Advantage rolls. Usually, the higher the Advantage roll, the more violent the attack. Non-intelligent creatures still need a 6 or higher to defend, an 11 or higher to attack, and a 16 or higher to do both. (You may modify this number by a few points either way.)

Defense Size

This is the number to use as a penalty on injury rolls. For example, when rolling for injury against a talmaron, 2 points are subtracted from the 2D6 injury die roll. Attackers receive a bonus on the injury roll when a creature's Defense Size is negative. Add 2 to the injury roll when attacking scragger. Their Defense size is −2. (You may modify this number by a few points either way in the case of very large creatures.)

Attack Strength

This is the number to add for the creature's attacks when checking for armor penetration, and rolling for injury. This is also the number used to determine lifting power. (You may modify this number by a few points either way in the case of very large creatures.) Use the following as guidelines:

In general, small creatures have strength 2D6, large creatures 3D6.

For a creature's lifting capacity:

Attack Strength	This weight	Plus Strength times:
−3	0	1
−2	0	2
−1	0	10
0	100	10
+1	200	10
+2	200	20
+3	300	20
+4	400	20

Skin

Any natural armoring for the creature would be listed here.

Speed

Roll for the creature's speed.

Defense Success

This number or higher must be rolled on a D20 for the creature to make a successful defense. Non-intelligent creatures do not choose defense as often as intelligent creatures. With an advantage above 10, they usually choose to attack. (You may modify this number by a few points either way, especially for larger creatures.)

Attack Success

This number or higher must be rolled for the creature on a D20 for an attack to succeed. Creatures do not usually make specific attacks. Use the random location table. (You may modify this number by a few points either way.)

Beagre

Reaction:	Dangerous	Skin:	No Armor
Advantage:	+2	Speed	3D6+5
Defense Size:	−2	Defense Success:	10
Attack Strength:	−1 (claws)	Attack Success:	14 (claws)
		To Hit: +3	

Beagre are rodent-like carnivores. Usually more of a nuisance than a treat, these small creatures occasionally run in huge packs, attacking small towns and cities. Normally at home in any type of squalor, beagre breed in refuse unless their populations are controlled.

A Beagre Breakfast

Bochigon

Reaction:	Obnoxious	Skin:	No Armor
Advantage:	−2	Speed	3D6+3
Defense Size:	+3	Defense Success:	18
Attack Strength:	+2 (feet)	Attack Success:	14
		To Hit Body: −4, Legs: +1, Head: +3	

Bochigon are huge beasts of burden capable of packing tremendous payloads. In the wild, they are unfriendly, disinterested creatures. It is advisable to keep your distance.

Bochigon have excellent instincts about their surroundings. They can often detect ambushes and traps. Speculation has it that these skills are based upon a rudimentary Tra-sense.

Bochigon are fearless. In combat situations they react calmly, and will attack with their powerful front legs if threatened. Use the injury table for "thombo kick" presented in the "Incidental Injury" section of chapter 6 in the Player Manual.

TERRITORIAL BELLOWING OF THE DHAR CORONDON

Corondon

Reaction:	Manic	Skin:	Leather
Advantage:	+0	Speed:	2D6
Defense Size:	+4	Defense Success:	-
Attack Strength:	+3 (thailiers)	Attack Success:	11 (thailiers)
Attack Strength:	+1 (mouth)	Attack Success:	17 (mouth)

Dyshas: Lightning Blast on a 5 or 6 on a D6. 2D6×10 Isho

To Hit Body: −6, Arms: +3, Legs: −3, Head: -/−4

The corondon (or Dhar Corondon, as large specimens of this species are called), are the inspiration for much of the shanthic technology and culture. From each of the four corondon arms jut claw-like thailiers, sharper than finely honed steel. A thick leather armor covers their upright bodies. A thick plate of cartilage their breast can be worked into an almost infallible armor. Thailierian cartilage decays rapidly after removal from corondon, unless treated by specialized armor smiths. Once boiled with boji leaves, it becomes pliable and suitable for use in armor construction. While the corondon lives, the cartilage offers it no special advantage or protection.

The bellowing roar of the corondon can be heard throughout valleys of Jorune. Close up, the sound can cause ringing in the ears.

These creatures are known by many different names across Jorune. Although "corondon" is the most common, ramian refer to these creatures as "Tirictyve" (Devils Guide). Crugar call them "Techindol" (Lanced Killers).

The small orbs of flesh dangling from the sides of the corondon's mouth are not eyes; they are the origin of the corondon's lightning blast dysha.

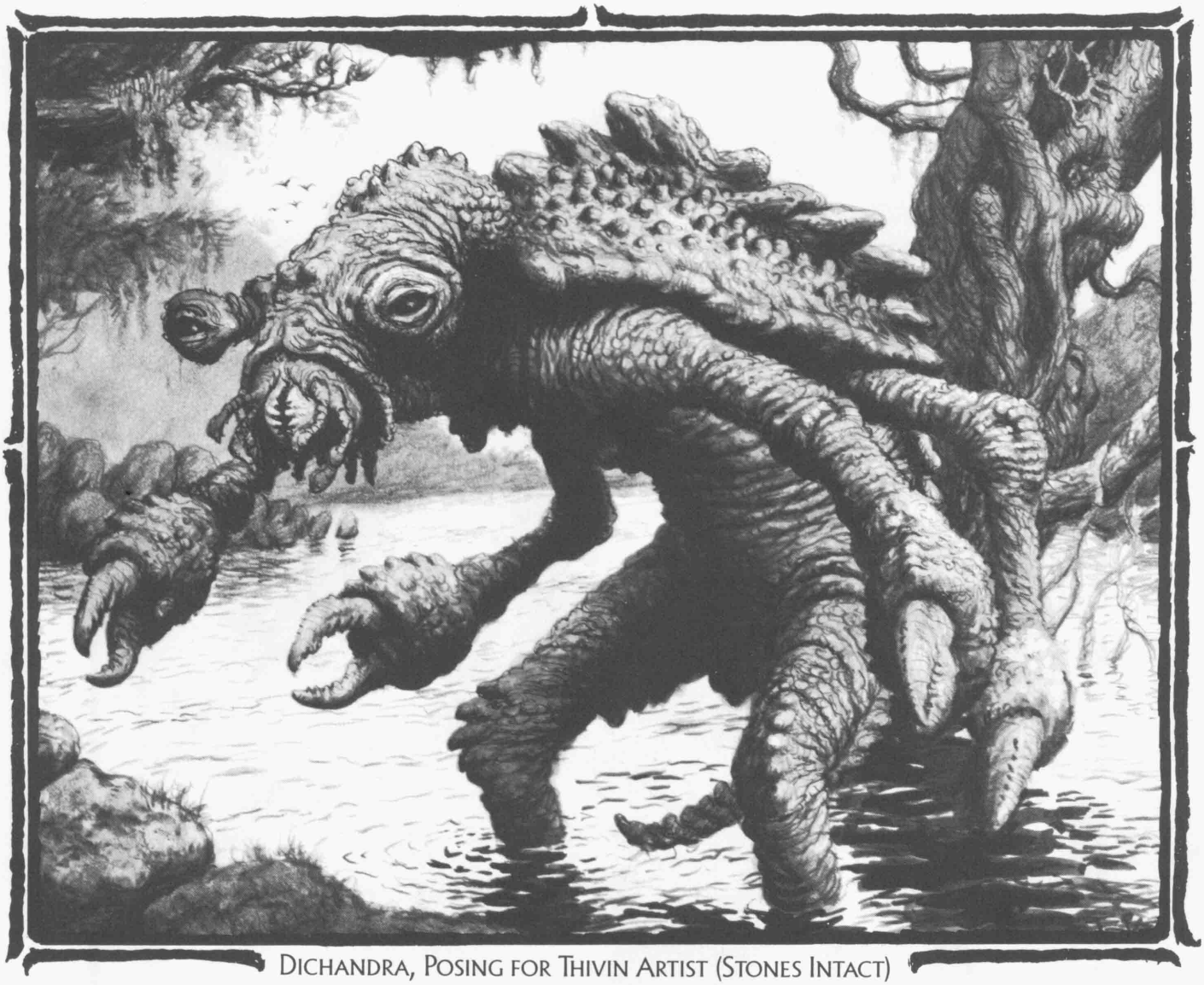
Corondon thailiers have been the heart of shanthic blade construction since the earliest shanthic histories. The Dhar Corondon plays a guiding roll in their mythology. Legends speak of its terrible fury.

Cougar

Reaction:	Dangerous	Skin:	No Armor
Advantage:	+2	Speed	3D6+5
Defense Size:	+0	Defense Success:	13
Attack Strength:	+0 (claws)	Attack Success:	11 (claws)
Attack Strength:	+0 (teeth)	Attack Success:	16 (teeth)

To Hit Body: +1, Legs: +4, Head: +7

These are descendants of the cougars from Earth. They do not travel in large groups. Their claws and teeth are both used as weapons. Cougar may travel in the company of crugar; in such cases, the crugar will be dominant.



DICHANDRA, POSING FOR THIVIN ARTIST (STONES INTACT)

Crill

Reaction:	Obnoxious	Skin:	No Armor
Advantage:	+0	Speed	2D6+20
Defense Size:	−3	Defense Success:	11
Attack Strength:	−3	Attack Success:	11

To Hit Body: +7, Wings: +3 ,Head: +8

Crill are ferocious desert birds, hunted for the boc-rods (powerful crystal fragments) imbedded in their tails. The presence of the boc-rod is a great defensive mechanism; no dyshas will contact the crill who carries one. Hunting crill can be dangerous; they seek food day and night, circling from above. They dive at their prey with arrow-like speed and accuracy.

Crill are not born with boc-rods. They instinctively seek them out. They have hard, exoskeletal bodies, and can dig with their tails deep into the ground where the crystal fragment lies. The sharp fragment pierces the plates in the crill's tail; flesh entwines the shard, and it becomes a permanent part of the creature's body over a period of several months. Once a crill is dead, the decaying flesh will cause the crystal to break apart. Only experts at such craft can successfully remove the boc-rod, and even they must begin the attempt within hours of the creatures death.

Dichandra

Reaction:	Dangerous	Skin:	No Armor
Advantage:	+0	Speed	2D6
Defense Size:	+0	Defense Success:	9
Attack Strength:	+1 (fists)	Attack Success:	11 (fists)

To Hit Body: −1, Arms: +5, Legs: +3, Head: +7

The amphibious dichandra inhabits lakes, rivers and streams of Jorune. The creature's hard, knobby wrists act as clubs when the creature attacks. Using these as weapons, dichandra often knock their opponents unconscious. Powerful pinchers are used mainly for dragging, not for attacks. The tentacled face of dichandra contains paralyzing fluids which they use on their unconscious victims. They drag the bodies down to their underwater lairs, which are located as deep as possible. They prefer to live in nooks and crannies where they won't be found.

Dichandra lairs can often be identified by ground foams. These are signs of the creature's unhatched eggs. Dichandra will fiercely protect their young. Those who dig for their eggs may find themselves dragged to a watery grave.

Dichandra are often killed so that their rock hard wrists can be used as musical instruments. By boring small holes through the "dichandra stones," instruments for playing soft melodies can be made. Thivin are the masters of the dichandra stones.

Crill, With Boc-Rod Entwined in Tail

Dreglamon

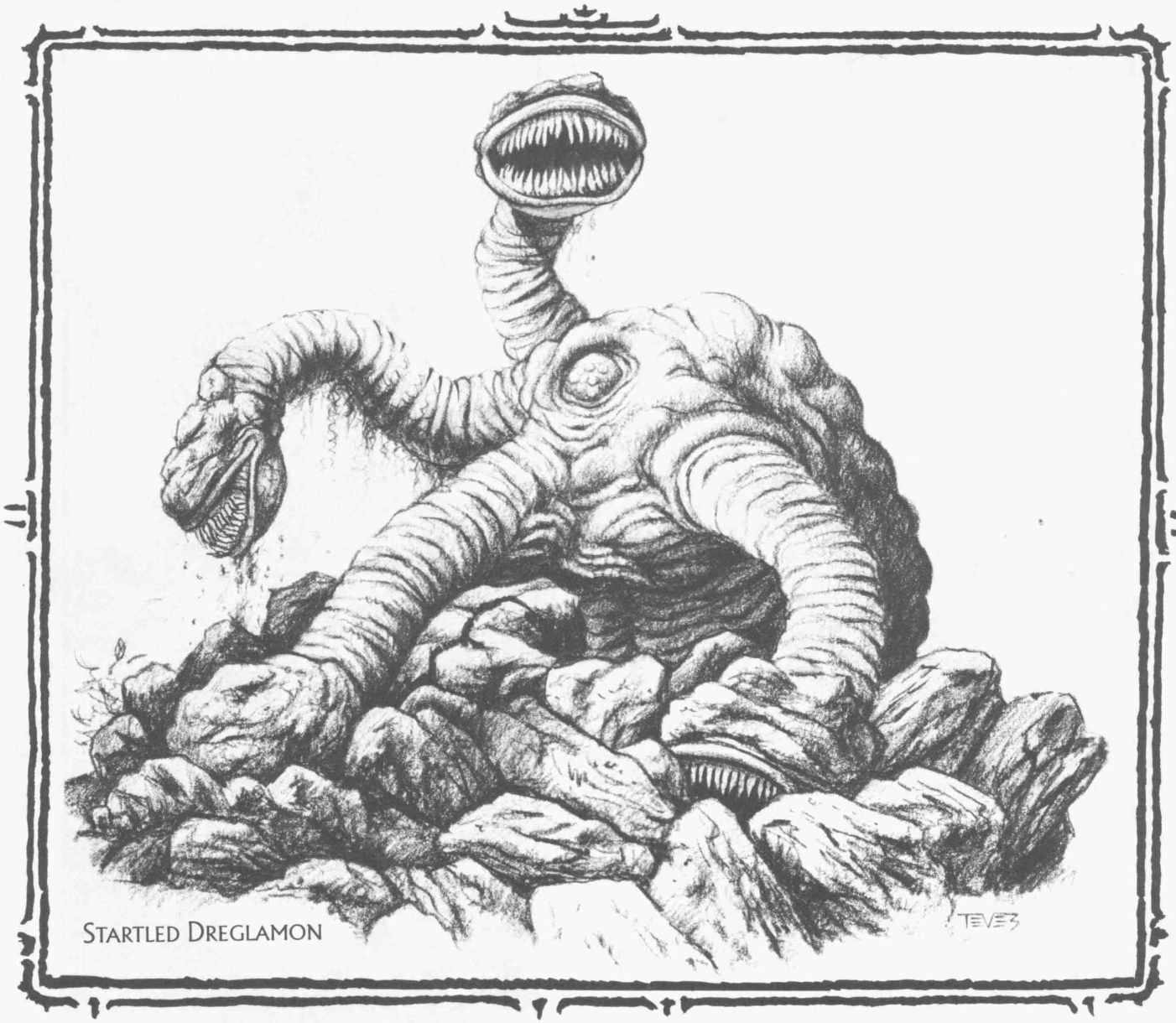
Reaction:	Manic	Skin:	Leather
Advantage:	−3	Speed	D6
Defense Size:	+4	Defense Success:	15
Attack Strength:	+2 (teeth)	Attack Success:	13 (teeth)
	To Hit Body: −4, Head: +2		

First attack: Dreglamon are +5 to Advantage

Dreglamon blend into the random rock formations in which they live. Several vicious snake from their lumpy bodies. They are slightly mobile, capable of dragging their worm-like bodies toward their kills and dragging them back to their stone pits. The dreglamon is sensitive to vibrations given off by intruders less than five meters away.

The carniverous dreglamon prefers large, substantial meals, but will settle for anything that comes close enough for its heads to snap at. The abundance of items, armors, and weapons which clutter the home of the dreglamon often entreat the curious to their deaths. Those who survive the ferocity of these creatures are well rewarded.

Drelamon are genderless. Their offspring are launched at the end of the creature's 30 year lifespan. This process destroys the elderly dreglamon in an eruption of flesh which projects its young up to a half kilometer away. There the young hatch from their heavily armored shells and quickly burrow into the soft ground.



STARTLED DREGLAMON

Duradon

Reaction:	Dangerous	Skin:	No Armor
Advantage:	−2	Speed: (flying)	2D6+10
Defense Size:	+4	Speed: (ground)	2D6
		Defense Success:	18
Attack Strength:	+2 (teeth)	Attack Success:	18 (teeth)
Attack Strength:	+2 (claws)	Attack Success:	14 (claws)

To Hit Body: −5, Wings: −4, Legs: +1, Head: +4

Duradon are large relatives of the domesticated talmaron species. This variant is much larger and stronger, capable of clutching and carrying even large, struggling creatures into the air. The major difference between duradon and talmaron (besides size) is the duradon's non-domesticable nature.

These creatures live in many terrains, making their homes in the lower layers of the "tumbernaw" vine-bush. These vine-bushes are large, rambling vegetations which support powerful branches in all directions. Pocketed somewhere in the dense growth of these plants are the nesting grounds of these carnivorous beasts. Although they maneuver poorly in the cramped quarters of their homes, their ferocity makes up for any lack of mobility. Those who have ventured too far into the tumbernaw have lost limbs, or worse.

The duradon's large claws have great clasping capability. These creatures often swoop down and grab their prey, dropping them on nearby rocks to tenderize the meat for their young. The duradon's traditions are well known to many races. Areas with no cover are avoided in regions where duradon are said to be.

DURLIG

Durlig is a plant created by Earth scientists to provide all the nutrients needed by humans. It grows almost any place imaginable, but isn't the tastiest of foodstuffs. Although many of the native Jorune plants are edible for humans, most are difficult to digest, and none provide a substantial amount of the necessary vitamins. It has long been known that a healthy diet must include durlig, but its taste is somewhat of a hindrance. Properly leeched and boiled with crethin leaves, durlig can acquire favorable characteristics. Unfortunately, the poor of Jorune are often unable to buy the expensive crethin leaves. Worse yet, those of squalid conditions end up eating only the wretched durlig tops, which quickly rot after harvest. Durlig spreads slowly. It is found all over Jorune because the colony planted it in so many locations before their demise. It was intended to be machine planted, and machine harvested. Unfortunately for the peoples of Jorune, such harvesting equipment no longer exists. Durlig is planted by hand, and requires whole teams to dislodge a single root. When available, thombos can provide the pulling power needed. Durlig harnesses can be purchased in any area involved with agriculture.

When found in the wild, only the tops are exposed. To get to the stalk of the plant requires a great deal of pulling and digging. Often, hungry creatures settle for the green tops. These are a last resort for most. Durlig tops start to decompose into a stinky mess shortly after being picked.

Farg

Reaction:	Manic	Skin:	No Armor
Advantage:	+0	Speed	2D6
Defense Size:	+3	Defense Success:	18
Attack Strength:	+2 (arms)	Attack Success:	13 (arms)

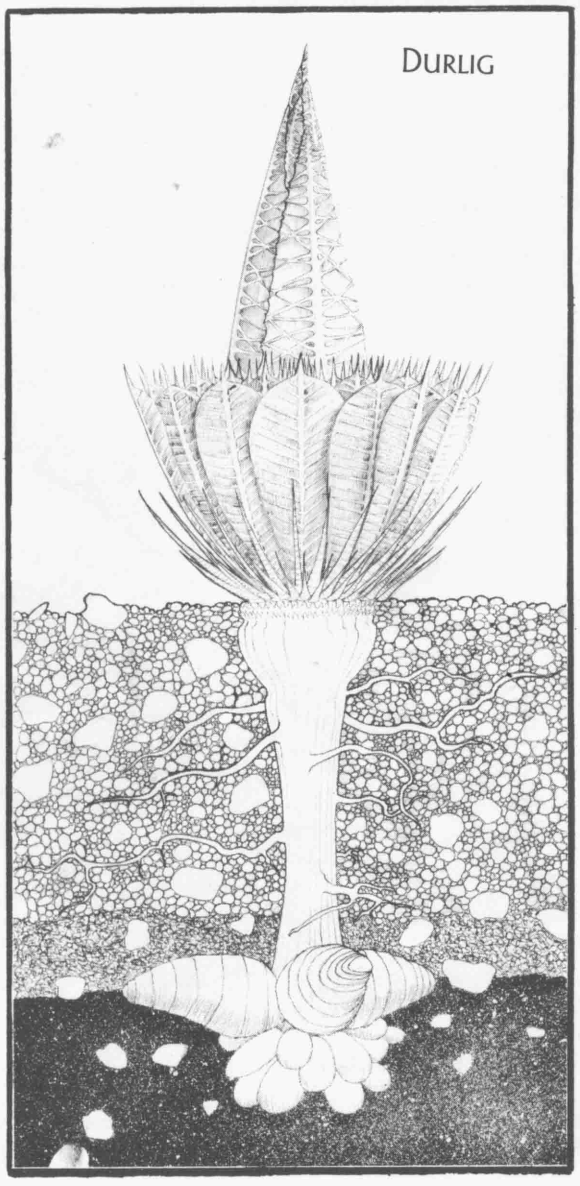
To Hit Body: −6, Arms: +2, Legs: +0, Head: +5

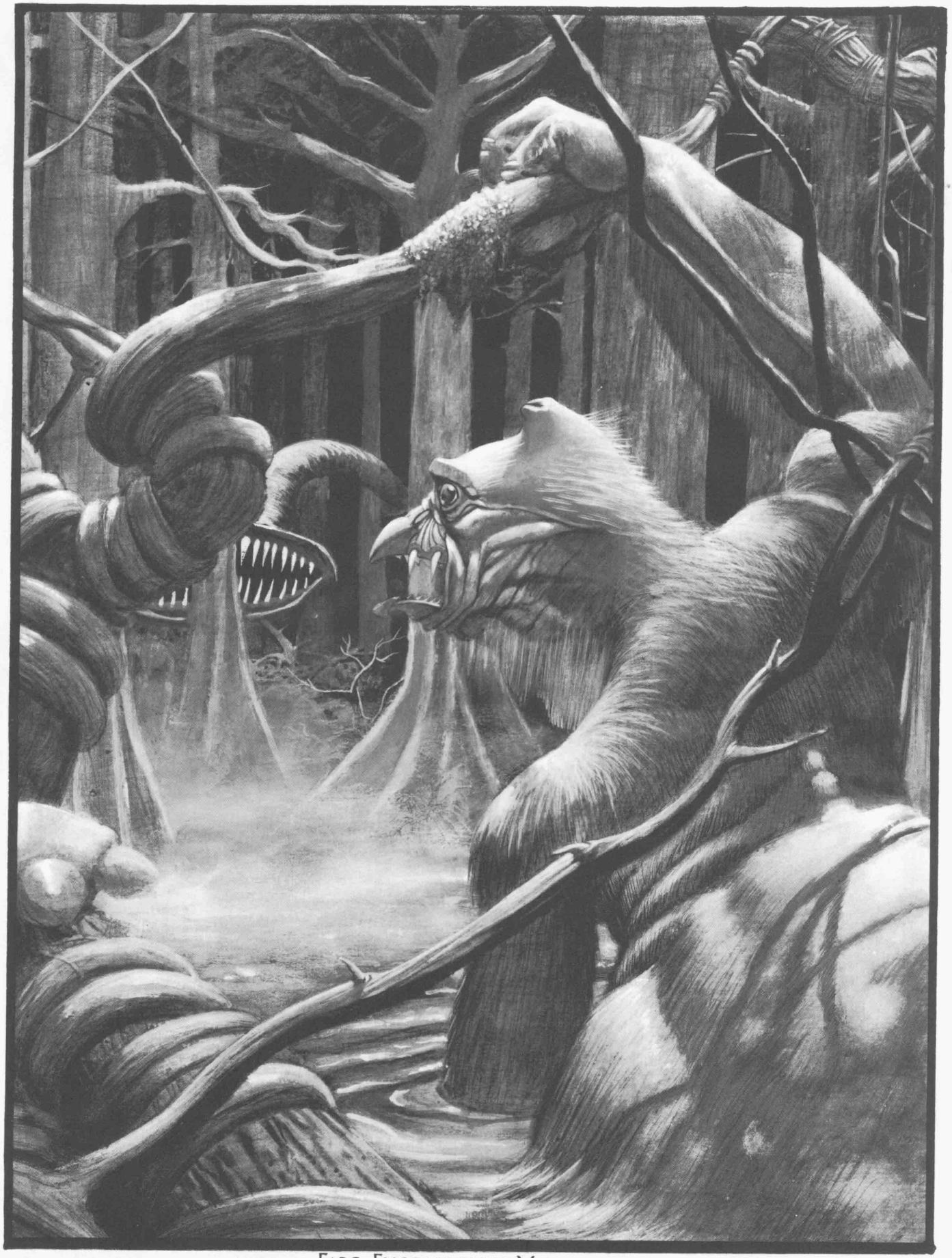
The farg is a ferocious swamp dweller that attacks on sight, mauling its victim with large club-like arms and enormous, gnashing teeth. Farg are migratory creatures that constantly roam the swamps in search of food. This creature is not at all selective in its diet. Anything fleshy that makes crackling sounds when chewed is desirable to the farg. Despite their bulk, these creatures have no trouble navigating their homeland swamps. By grabbing onto nearby vegetation, and pulling forward, farg are able to propel themselves quickly through the swamps.

Farg fight viciously, striking out with their massive paws and beating to a pulp any living being that looks as if it might be crunchy. Farg use small trees and large rocks to attack with. Treat trees as clubs for combat purposes. They often collect the belongings of the intelligent creatures they kill.

Gerrig

Gerrig is an offshoot of the durlig plant. This wild variety of the plant is edible and nutritious to humans, but it tastes even worse than durlig. It is eaten only in times of dire need. The humans of Miedrinth appear to be the only peoples that enjoy eating it.





FARG, ENCOUNTERING MANDARE

Giggit:

The three stages of giggit:

Giggit: 1st Stage

They are grub-like, and hard to find.

Sperrics: 2nd Stage

Reaction:	Manic	Skin:	No Armor
Advantage:	+2	Speed	D6+6
Defense Size:	-3	Defense Success:	16
Attack Strength:	-1	Attack Success:	13
		To Hit: +5	

Sperrics: 3nd Stage

Reaction:	Manic	Skin:	No Armor
Advantage:	-2	Speed:	1D6
Defense Size:	-3	Defense Success:	18
Attack Strength:	-2	Attack Success:	15
		To Hit: +3	

Giggit larvae are the non-metamorphosized versions of the vicious insidious sperrics. Most commonly found in the East Trinnu Jungle Lands, these creatures are also cultivated in great numbers in the Ice Fields of Gilthaw, cleash stronghold. Their lives are made up of three stages:

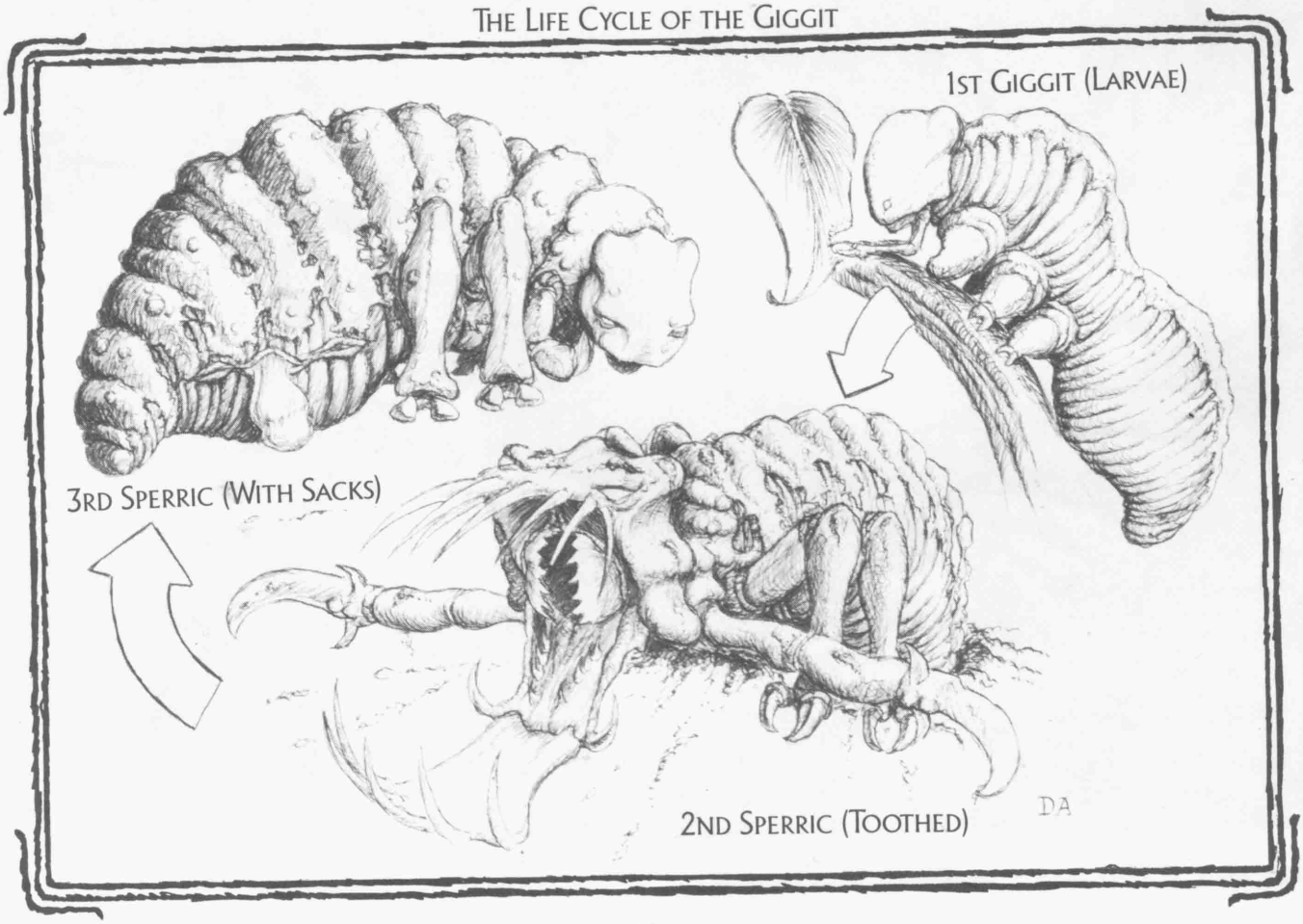
They start as larvae, small and grub-like; they are often found under rocks or in the roots of trees. At this size, they are known as "giggit." It is the giggit that are sought for the thriddle pipes.

To enter their second stage, they burrow underground, and their bodies secrete a thick ooze. Left undisturbed for a few months, they emerge as terrible, cat sized creatures with a set of hellish jaws. In this stage, they will attack any living thing, attempting to root their sharp hooks into some food. After a single gorging they again burrow into the ground.

This time when they emerge, they are more bulbous, worm-like creatures. Thus altered, they loose some of their mobility, but none of their ferocity. Their teeth have been replaced with a rigid set of gums. It is during this time that they shed their larvae sacks. It is also at this stage that they are temptingly delicious to cleash. Spitting mean, spirrics don't wait around for anyone to come up and eat them. Cleash have developed traps for these creatures, baiting them with glittering metal and boiling water. Typically, cleash traps involve hidden-cover pits, although there are many varieties. Spirrics are attracted to the smell of freshly turned soil (such as the smell of a new pit!). They are speared by cleash once trapped. In their third stage of development, giggit retain little of their burrowing capability.

The lifespan of the third stage spirric is three or four weeks after it has given off its larva sacks.

Seasoned with various plants, cleash often cook up five or ten spirrics at a time, making a cleash feast. Those nearby should be careful; unlike most predators, cleash are the most vicious just after they've eaten.



Mandare Dinner

Grey Mandare

Reaction:	Manic	Skin:	Leather
Advantage:	+0	Speed	3D6
Defense Size:	6	Defense Success:	11
Attack Strength:	3	Attack Success:	11
	To Hit Body: −6, Neck: +4, Head: +7		

Mandare are little more than mounds of flesh with rows of razor sharp teeth. The long neck of the mandare is very flexible, making it possible for the creature to strike out and bite with great dexterity. These move by undulating the flesh which makes up their undersides. Mandare roll across terrain like a wave over water.

The roar of the mandare is truly ear-shattering. Creatures have suffered split eardrums while combatting this sinister element.

The teeth of the mandare remain in the bodies of their prey. They are valued as good luck charms (anyone who survives to collect mandare teeth must have good luck). After taking a bite, the mandare's massive jaws crush food beyond recognition. Even metal can't withstand this creature's clenching teeth. Its neck muscles further the job of digestion by squeezing the remains down to a pulp state.

Mandare never dodge or evade, but their heads often swing out of reach. That is what the number listed for Defense Success indicates.

Mandare are found in every climate on Jorune. Although they have no lair of any sort, they often stay in the same area for a time before moving on. These creatures are genderless, and keep their distance from one another. It is a spectacle to see two mandare battling over disputed territory.

Their toothless relatives, the "white mandare" prefer less tropical climates and can only be found in cooler regions, such as northern Temauntro.

Harns

Reaction:	Dangerous	Skin:	Leather
Advantage:	+0	Speed	D6+6
Defense Size:	−2	Defense Success:	17
Attack Strength:	−2	Attack Success:	9

To Hit Body: +2, Arms: +4, Legs: +3, Head: +8

Harns are a form of desert life. Their hairless and eyeless bodies blend in with their environment. They are difficult to spot against the desert background. These creatures live beneath the sand. A thick, pasty substance secreted from their necks binds sand into a sort of concrete. Undetected mazes of their tunnels run hundreds of yards beneath the desert floor.

Large sand bladders encase the harn's body. Upon sensing prey, harns leap to the surface, blasting their prey with a spray of high pressure sand. Though it appears almost comical to watch, the force of the attacks is significant. Treat these onslaughts as club attacks. Harn usually have enough sand in their bladders for 3 such attacks; it takes a few minutes to re-fuel. A quick dive into the desert dunes, and *beware*. The range of the harn sand-spray is 4 meters.

The arms of this creature are very fragile; they are used only to drag dead creatures back to the harn tunnels. They dangle uselessly in combat.

The skin texture and eyeless features of this creature tie it to a line of creatures descended from what the Earth scientists referred to as "Caudri-Shanthacra," or "Early Shanthic Beings."

The harn's curious habit of drooling sand is of no combat significance, but is a bit frightening. Rumor has it that harn always drool just before they attack.

HORSES

Reaction:	Apathetic	Skin:	No Armor
Advantage:	−2	Speed	2D6+15
Defense Size:	+2	Defense Success:	15
Attack Strength:	+1 (hooves)	Attack Success:	10 (hooves)

To Hit Body: −5, Legs: +0/+8, Head: +5

Horses have not fared well on Jorune. Without the support of humans, they die. Slight modifications in their genetics prevent them from producing many fertile offspring. In the wild, their inability to compete with native Jorune life restricts their numbers. It is only through the effort of humans that they survive to this day and age. Their extraordinarily high price reflects their small numbers. Even finding horses to buy is difficult.

Losht Pods

Losht pods are floating spheres filled with seeds. They are carried by air currents throughout the deserts and plains; they are common in the Doben-al. When the pods die, they fall to the ground, and are buried by the sand. Their delicate endosperm will rupture if punctured, issuing a sticky yellow spray. This goo will quickly decay any metal it contacts. Otherwise, it is not harmful. Thombos are not talented enough to avoid the pods. The full-grown losht are enervors, and spend the days floating in the sunlight, soaking in the Isho wind. The core of the pod weighs only a few ounces. It is prized for beauty. Losht pod cores can be found hanging from the ceilings of high class incleps and illidges.

PIBBER

Reaction:	Apathetic	Skin:	No Armor
Advantage:	+3	Speed	2D6+15
Defense Size:	−4	Defense Success:	7
Attack Strength:	−2 (claws)	Attack Success:	7 (claws)

To Hit Body: +4

Pibber are small, good-natured, furry rabbit-sized creatures native to Jorune. Although tasty treats for woffen, pibber are often taken as pets by other races. Pibber are joyous little balls of fur—until mishandled. Frightened pibber "thist" an unpleasant thing for all around, as an obvious sign of pibber discomfort.

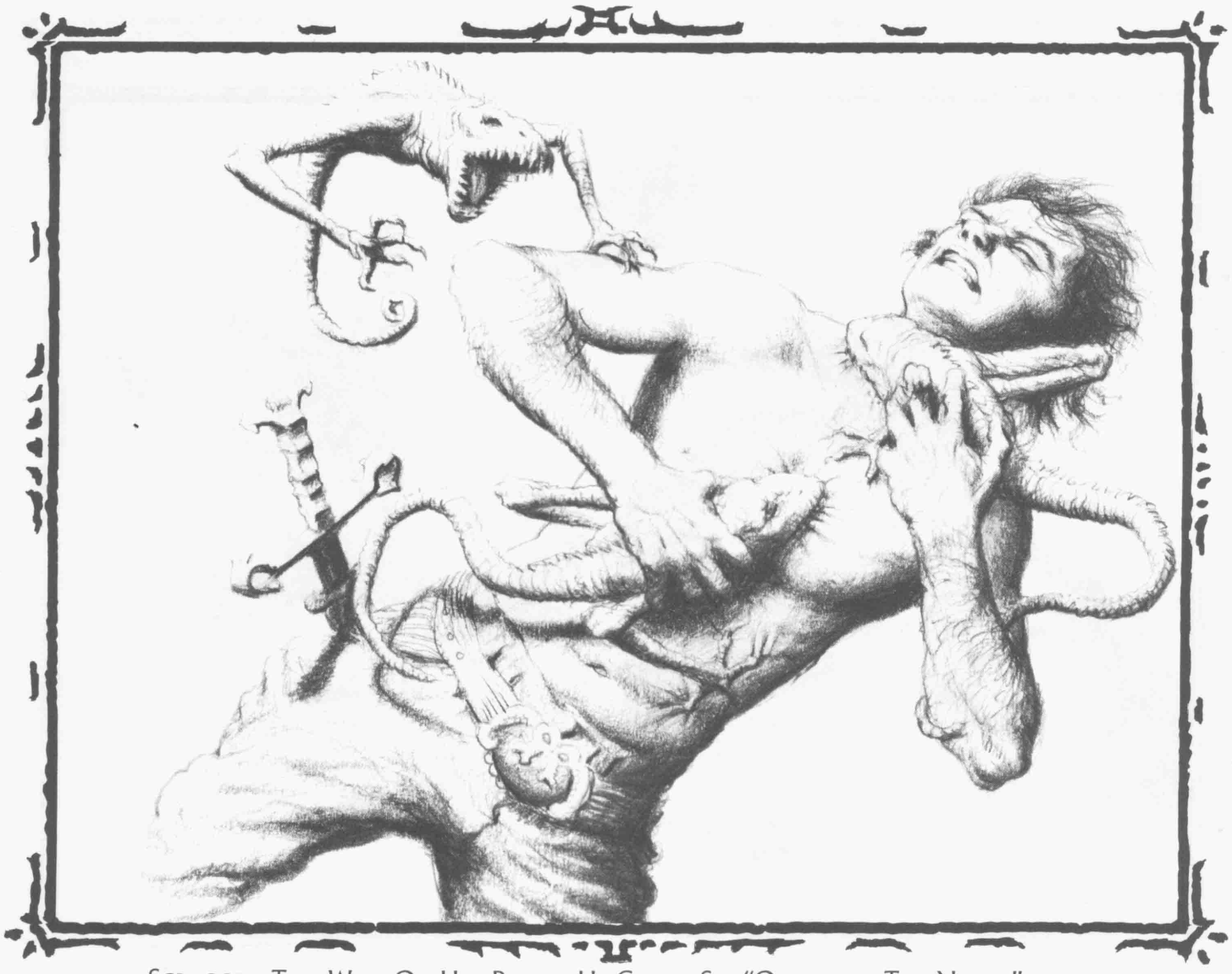
Pibber would rather run than fight, but if frightened, and backed into a corner, they begin "thisting." During this metamorphosis, the body of the creature crusts over with a thick skin excretion. At the same time, its normally retracted claws spring to life. In this state, the pibber's armor is to be treated as carapace. The transformation takes about 45 seconds. The creature usually sheds its crusty protective layering at the end of the day.

Scrade (wasto)

Reaction:	Dangerous	Skin:	Carapace
Advantage:	−2	Speed	2D6+3
Defense Size:	−1	Defense Success:	13
Attack Strength:	−1 (sherrids)	Attack Success:	13 (sherrids)

To Hit Body: +1, Arms: +5, Legs: +3, Head: +8

Scrade are insect-like creatures which either hang from trees, or bury themselves underground, waiting for an easy meal. Their hunched bodies are muadra sized. Their razor-sharp arms are called sherrids. They slash out at their prey, attacking in a wild frenzy. On non-defense advantage rolls, scrade jump around wildly, often backing away from their opponents. Treat this as an evade, but ignore indications that the scrade has fallen down.



SCRAGGER: THEY WERE ON HIM BEFORE HE COULD SAY "QUIVERING TRID-NODES"

Scragger

Reaction:	Manic	Skin:	No Armor
Advantage:	+5	Speed	3D6
Defense Size:	−2	Defense Success:	8
Attack Strength:	+1 (teeth)	Attack Success:	9 (mouth)
		To Hit: +2	

These "teeth on feet" prey upon anything they can sink their fangs and claws into. The scragger's huge mouth clamps onto its victim, taking massive bites. Scragger aren't a bit sluggish; they often chase their prey on two feet, leaping mouth-first when close enough.

Scragger often hide in trees, or cave ceilings. From there they need only drop onto their victims. Once a scragger has attached itself (one successful attack roll with armor penetration) it will inflict teeth damage to that location each round. Armor penetration need be rolled successfully only once. The difficulty in defending against scragger attack is their size. Once they're upon you, weapons such a swords are of little use. If the weapon used is other than a knife, subtract 6 from the injury roll.

The only race of creatures able to co-exist with scragger are croid. The croid's thick crudge armoring is a nuisance to itself and a feast to scragger. Often, several scragger will sit atop a single croid, biting off chunks of crudge from time to time. If a croid becomes hungry or irritated, he will simply pluck off scraggers and eat them.

SLEEPING SLUTCH

Slutch

Reaction:	Dangerous	Skin:	Carapace
Advantage:	−2	Speed	D6
Defense Size:	+1	Defense Success:	-
Attack Strength:	+0 (arms)	Attack Success:	11 (arms)
	To Hit Body: −3, Arms: +2, Head: +2		

The slutch is a carapaced creature with a soft-fleshy body. Slutch shells are treasured for their reflective properties. The underside of the slutch's arms contain hundreds of gas chambers which explode when contacting an enemy. Treat the attack as a bite.

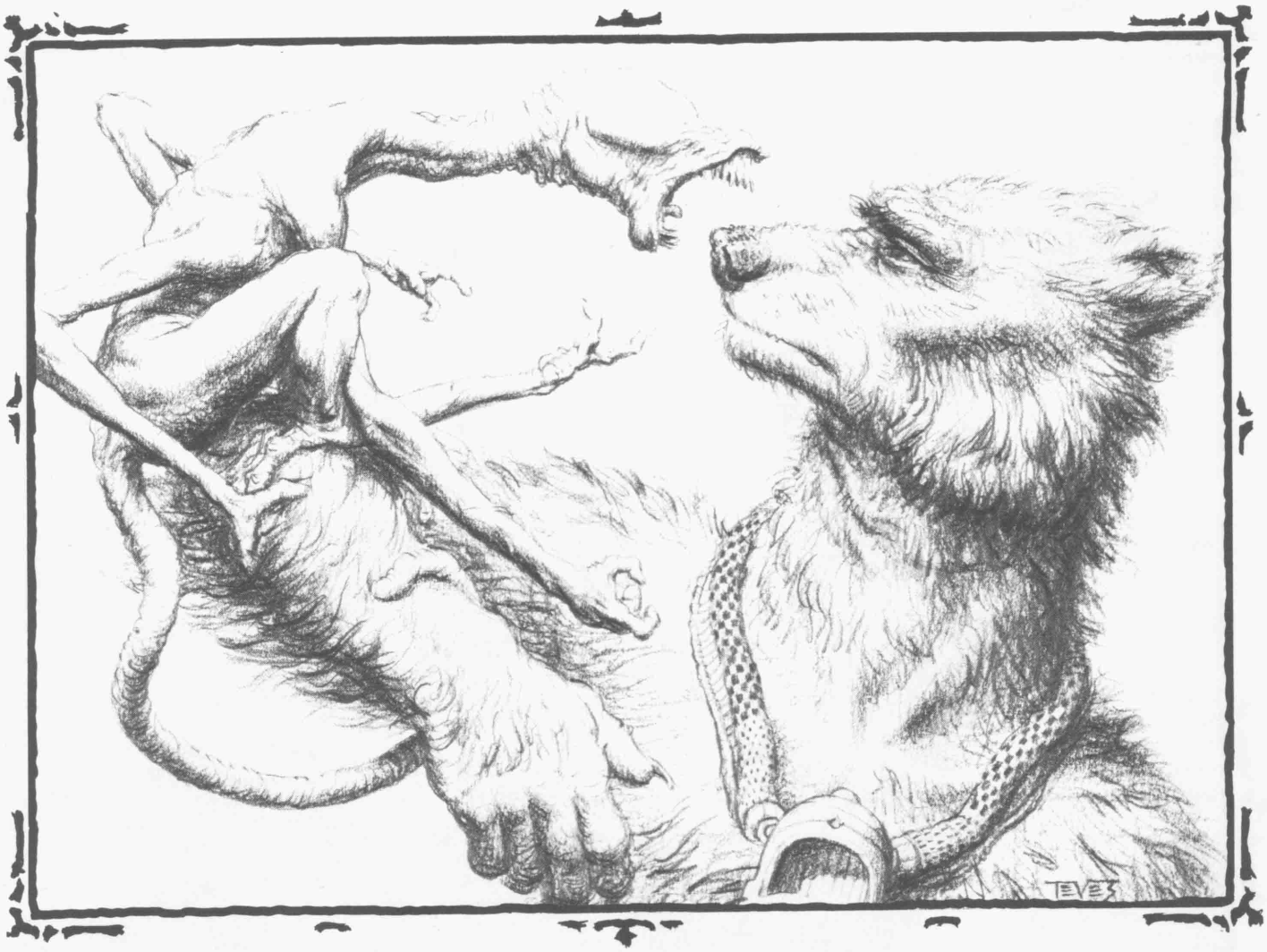
Talmaron

Reaction:	Apathetic	Skin:	No Armor
Advantage:	−2	Speed: (flying)	2D6+10
Defense Size:	+2	Speed: (ground)	2D6
		Defense Success:	16
Attack Strength:	+1 (teeth)	Attack Success:	17 (teeth)
Attack Strength:	+1 (claws)	Attack Success:	13 (claws)
	To Hit Body: −3, Wings: −2, Legs: +1, Head: +4		

The weight of these creatures is more than their wings alone could support. To get into the air they must latch onto a supporting Isho current. Once airborne, their wings provide them with enough thrust to glide. They can ride the breezes for hours.

Their cousins, the "duradon" are much larger and more aggressive. Talmaron are the domesticable form of the species. Captured in the wild or raised, they can be trained to take riders.

Talmaron and Rider Take to the Skies



Tarro

Reaction:	Obnoxious	Skin:	No Armor
Advantage:	+2	Speed	3D6
Defense Size:	−2	Defense Success:	13
Attack Strength:	−2 (claws)	Attack Success:	11 (claws)
Attack Strength:	−1 (teeth)	Attack Success:	11 (teeth)
Dyshas: Stiff on a 6 on a D6.		Isho:	D6x10

To Hit Body: +3, Arms: +7, Legs: +5, Head: +9

Tarro are omnivorous Jorune natives which live in the densely overgrown, heavily forested areas. These creatures react wildly to intruders, often scurrying about in a frenzy. Some tarro are capable of launching the stiff dysha.

When frightened, tarro are given to "screetching." The sound they make is so unpleasant, and usually lasts so long, that most creatures are forced to cover their ears or escape the noise. Trained tarro can be taught to screetch upon command.

The long arms of the tarro make it easier for the creature to grab and run away with small objects. Pilfering is their favorite past-time. Multiply their strength (2D6) by 2 to determine their carrying capability in pounds.

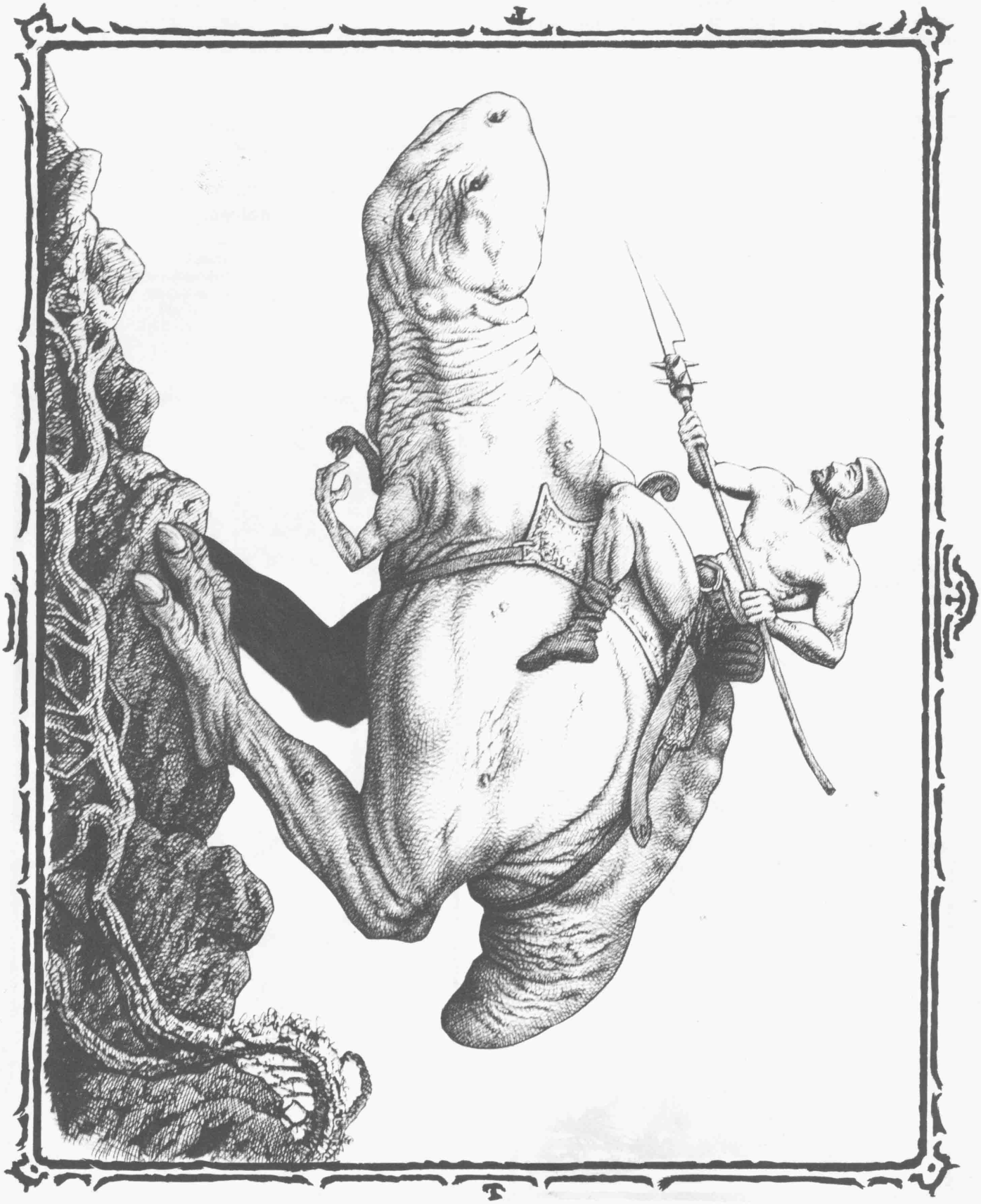
Thombo

Reaction:	Apathetic	Skin:	No Armor
Advantage:	−5	Speed	3D6+5
Defense Size:	+2	Defense Success:	17
Attack Strength:	+0	Attack Success:	15 (kick)

To Hit Body: −5, Legs: −3, Head: +1

Thombos are native to Jorune. Their small, pin-like eyes are sightless. Like many lines of Jorune descent, thombos lost their sight, developing instead an excellent tra-vision. These creatures are very shy when found in the wild; they will bolt away from danger at first sign. They do not recognize their own size and strength. Note that the injury roll due to a thombo kick can do severe damage.

Thombos have voracious appetites and need several hours a day to eat. They will often be found grazing.



THOMBO

Vintch

The vintch is a huge cabbage-like plant common to the deserts and grasslands of Jorune. This plant extends its large leaves during the day, closing them to form a sphere at night. Travelers often find shelter inside these benevolent plants; inside, they are perfectly safe. These plants do not block off air, nor will they close so tightly as to exert crushing force upon their occupants.

Vintch can be found in all terrains. They store water in their large leaves for long periods of time, thus surviving well in deserts. Almost as a universal code, creatures are rarely attacked emerging from vintch. It is considered too easy a kill.

The leaves of vintch are very thick, composed of stringy fibers. They are not easily cut and do not catch fire. It is difficult to leave the closed vintch during the middle of the night. In the morning, the leaves will open. Those hiding inside vintch at night cannot be detected, except by Tra-sense.

Vodra

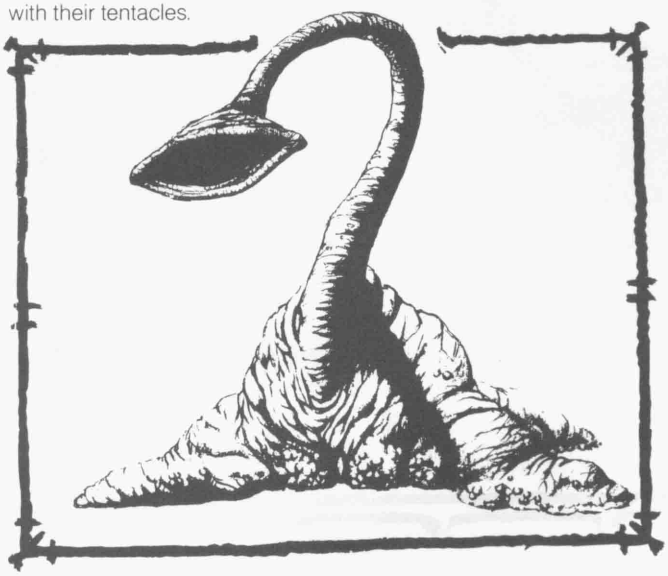
Reaction:	Manic	Skin:	Carapace
Advantage:	+0	Speed	3D6
Defense Size:	+1	Defense Success:	–
Attack Strength:	–1 (tentacles)	Attack Success:	14 (tentacles)
Attack Strength:	+3 (mouth)	Attack Success:	5 (mouth)
Isho:	2D6×10	Dysha Hit:	–3

Dyshas: Frost Bolt on a 4 through 6 on a D6.
To Hit Body: +0, Tentacles: +5

The vodra is a hovering Jorune native indigenous to the northern ice fields. During their annual migration south, vodra infestation becomes a problem. It is during the winter months of Crith that vodra can be seen in the skies. They prefer to fly low to the ground, usually about 4 meters high. Their flight is accomplished through an advanced form of "Isho glide," similar to the duradon's method of attaining lift. Deep within the body of the vodra are crystals from their northern homes. In the bodies of dead vodra can be found a random variety of crystals. (D6* quantity.)

The body of the vodra has four long tentacles which drape down over its bulbous body. With these appendages, the vodra grasps its prey, drawing it towards its beaked underside. Tentacles can either grab or snap. A successful grab attack means that the vodra has entwined a victim. Treat the damage of a snap attack as a knife injury.

Those vodra capable will use their frost bolt dysha when still in range, pursuing their wounded target until close enough to grab with their tentacles.



White Mandare

Reaction:	Manic	Skin:	Leather
Advantage:	+0	Speed	3D6
Defense Size:	+5	Defense Success:	-
To Hit at Range:	+2	Isho:	3D6x10

Dyshas: D6* dyshas chosen at random by the Sholari.
To Hit Body: –6, Neck: +4, Head: +7

These large arctic recluses dominate life in the cooler zones. Although carnivorous, they have no teeth. They rely upon their powerful array of dyshas to pulverize their prey. The tubular mouth of the white mandare swings from a long powerful neck, which grinds food to mulch. This creature's white body blends well with its surroundings in the northern ice fields.

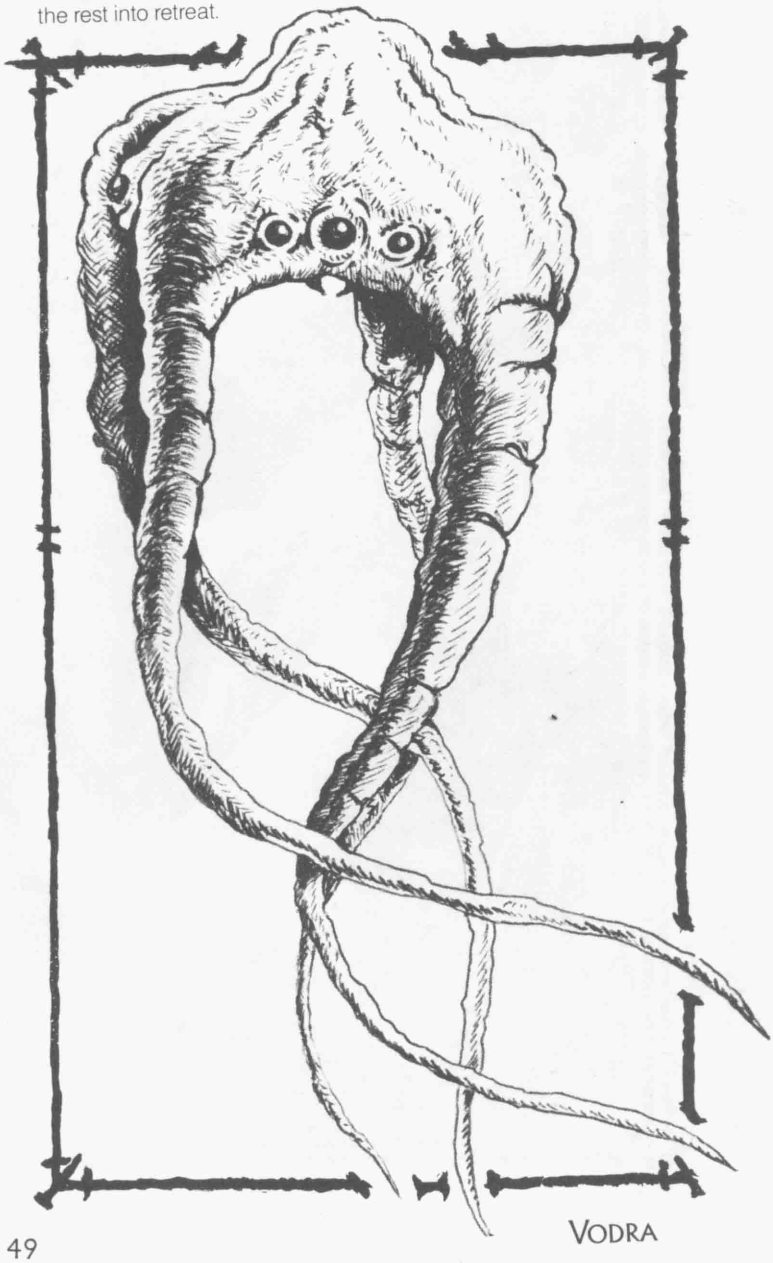
The white mandare viciously defends its territory. Shallow pits carved into the ice or tundra mark the perimeter of the white mandare's claim.

Wolves

Reaction:	Dangerous	Skin:	No Armor
Advantage:	+2	Speed	2D6+5
Defense Size:	–1	Defense Success:	15
Attack Strength:	+0 (teeth)	Attack Success:	13 (teeth)

To Hit Body: +2, Legs: +3, Head: +4

Wolves usually travel in packs, and attack together. They are extremely vicious. Wounding a few of them badly will usually frighten the rest into retreat.



VODRA

CHAPTER 5
ITEMS

This is a list of commonly sought items. It's up to you whether or not the players will be allowed to browse these descriptions and prices. Initially, we suggest keeping the element of surprise; discovering new pieces of technology can be exciting. It is best that the Sholari always know more about Jorune than the players.

Availability of Items

Ultimately, it is your good judgement, and no table or dice computation that determines the availability of items. Buying and selling are encounters; imagine what the clep (store) they enter looks like, and be able to describe the setting. Most larger cleps have guards standing by their entrances. Are the guards corastin? Who owns the clep? What does the clep specialize in? Create as complete a mental picture as possible, and describe it to the players before getting down to any buying or selling. Cleps vary from dingy shacks infested with lirgin to clean, well maintained storefronts. Although there will rarely be trouble while in a clep, it is important to decide where the exits are ahead of time (you never know what players will do!).

For common goods, availability decisions will be simple. Rope, thombos, standard weapons, and food will usually be on hand. More exotic objects will rarely be found. Players will have to search before finding certain crystals and limilates. As a minimal procedure for you to follow, we suggest these limitations:

Common items:	Usually available in reasonable quantities. Use 2D6.
Uncommon items:	Sought item available on a roll of 4-6 on a D6. Usually, D6 of them.
Rare items:	Sought item available on a roll of 6 on a D6. Only 1 or 2 of them.
Very rare items:	Sought item available on a roll of 12 on 2D6. Only 1 of the item.
Controlled items:	Available only on the black market. Possession of such items is usually considered a crime, unless sanctioned by Ardoth.

As to the exact quantity of the items desired, come up with something reasonable. The rolls we list are approximate. If, for example, the players are along Burdoth's northern border, the chance that cleash capsules can be found would be slight. Cleash and their capsule technology are found more commonly in the regions bordering the East Trinnu Jungle Lands. On the other hand, the chance that ramian "chivs" could be bought on Burdoth's northern coast, in Lelligire for example, would be very high. If the players want huge quantities of something, make them wait for a few days while the clep owner either tries to create or secure more of it. Make sure players don't find exotic objects under their noses at every turn. It would be unlikely for players to find capsules being sold at a food store. The key is to use common sense.

Especially for important, or expensive items, create a personality for the NPC who will be dealing with the players. The success or failure of an important purchase should lie in the hands of the players.

Descriptions of Items

In describing items, and listing their costs and availabilities, we'll often use the following abbreviations:

Common	=	C
Uncommon	=	UC
Rare	=	R
Very Rare	=	VR
Controlled	=	X
Gemule	=	gu
Gemlink	=	gl
Gem	=	gm
Gemcluster	=	gc
Gemstar	=	gs

Weapons and Common items

For reference: these items are thoroughly described in chapter 5 of the Player Manual.

Armors

Leather: UC : 1 gl

Leather armor is made of large overlapping pads of cured and lacquered leather.

Mail: UC : 1 gm

Mail armor is similar to leather armor, but with many strips of somewhat flexible metal woven and linked into the pads. It can allow for the same freedom of movement that leather does. Mail armor is very expensive and requires regular maintenance.

Carapace

Certain Jorune creatures have natural carapace protection, like the shell of a turtle. Carapace armors are very difficult to penetrate, but once cracked, they are useless.

Locurian Grunder: VR : 1 gs

Locurian grunder provides a good defense against most forms of physical attack. In addition, it reduces the Isho of an orb or bolt attack by 10 points. Locurian grunder comes from the skin of the locure creature. Its small, overlapping platelets of armor are woven together tightly, but still retain excellent flexibility.

B.E.D.: X : 2 gs

B.E.D., or Bulk Energy Deflector armor was one of myriad Earth-tec supplies discovered during the last century. Originally intended as riot squad gear, BED is excellent at halting clubs and kicks (bludgeon-type attacks). Its properties are similarly good for protection against other forms of attack. BED can only be purchased through the Ardothian government, unless black market connections can be made.

Thailierian Armor: VR : 4 gs

This is the most prized of the Jorune armors. Made from the chest plate of the Dhar Corondon, this translucent material is superb at deflecting arrows, swords, clubs, you name it. Although a little heavier than most armors, thailierian offers greater protection than any other armor.

Fur Armor

Some creatures (like bronth), have fur so thick that it actually constitutes an armor. Although this isn't taken into account when armor penetration is rolled for, natural fur armoring reduces injury die rolls by 1 point.

Crudge

Crudge is the natural armoring of both the croid and the corastin. Despite its drawbacks concerning cold weather, it does offer defense against weaponry. This armor cannot be used as protection by other creatures. Crudge starts decaying as soon as the host creature dies. Subtract 1 point from the injury die roll for creatures protected by crudge.

Crystal Armoring: R : 2 gs

Isholess (clear) crystals can be sewn into clothing or armor for protection. For every 1 crystal used in the construction of the armor, 1 Isho point of incoming energy can be absorbed. The maximum achievable effect is the blockage of 50 Isho points. Unlike locurian grunder, a die roll must be made to determine whether or not the crystals were close enough to the orb or bolt impact to have any effect. The chance of success is equal to the number of crystals imbedded in the armor. Thus, a suit of crystalline armor with 37 Isholess crystals woven into it would have a 37% chance of stopping37Isho points of incoming energy (round down for the amount of Isho stopped, then recalculate the strength of the attack). For every Isho point stopped, 1 crystal will be destroyed. New crystals cannot simply be strapped on. Placement and binding of crystals to create the desired effect is a specialized art. Each blow that a person takes destroys crystals; the number destroyed is equal to the Advantage penalty of the wound.

Suits of armor

The above descriptions assume suits of armor. For individual armor parts, reduce the price. A helmet costs approximately 1/10th that of a suit, as do gauntlets and grieves. A chest plate costs half the suit cost. A suit covers the arms, legs, and the body. Suits of armor do not protect the head. Gauntlets protect the arms, and grives protect the calves.

Items of Transportation

Bochigon: R : 1 gc

Bochigon are huge beasts of burden capable of packing tremendous payloads.

Even larger than thombos, these creatures can carry creatures the size of bronth, and equivalent of four thombo payloads. Although not as sure footed as thombos, bochigon are more attentive to the surface beneath them, avoiding weak structures and other pitfalls (like losht-pods).

They seem to possess only a rudimentary intelligence. Training these mammoths to obey the orders of their riders requires years of patience. Even then, bochigon will choose their own paths through bushes, or cross rivers at points of their own choosing. Strong-willed individuals may have trouble adjusting to the bochigon's way of doing things. Cooperation is the key to success when dealing with these creatures. Feeding them their favorite food, "kayedi," usually coaxes them into cooperating.

Bochigon have excellent instincts about their surroundings. They can often detect ambushes and traps. Speculation has it that these skills are based upon a rudimentary Tra-sense.

Bochigon are fearless. In combat situations they react calmly, and have even been known to attack with their powerful front legs.

These mammoths are capable of covering the same distance, in a stretch, as a thombo. Although they travel a little slower, they can be ridden for as many as 14 hours a day. Unlike thombos, bochigon occasionally need to temporarily settle down. For every month of travel, bochigon require at least a solid week of rest. Without it, they become cranky and less responsive. A common phrase on Jorune is "Rest that bochigon before he kills you."

Horses: VR : 5 gc

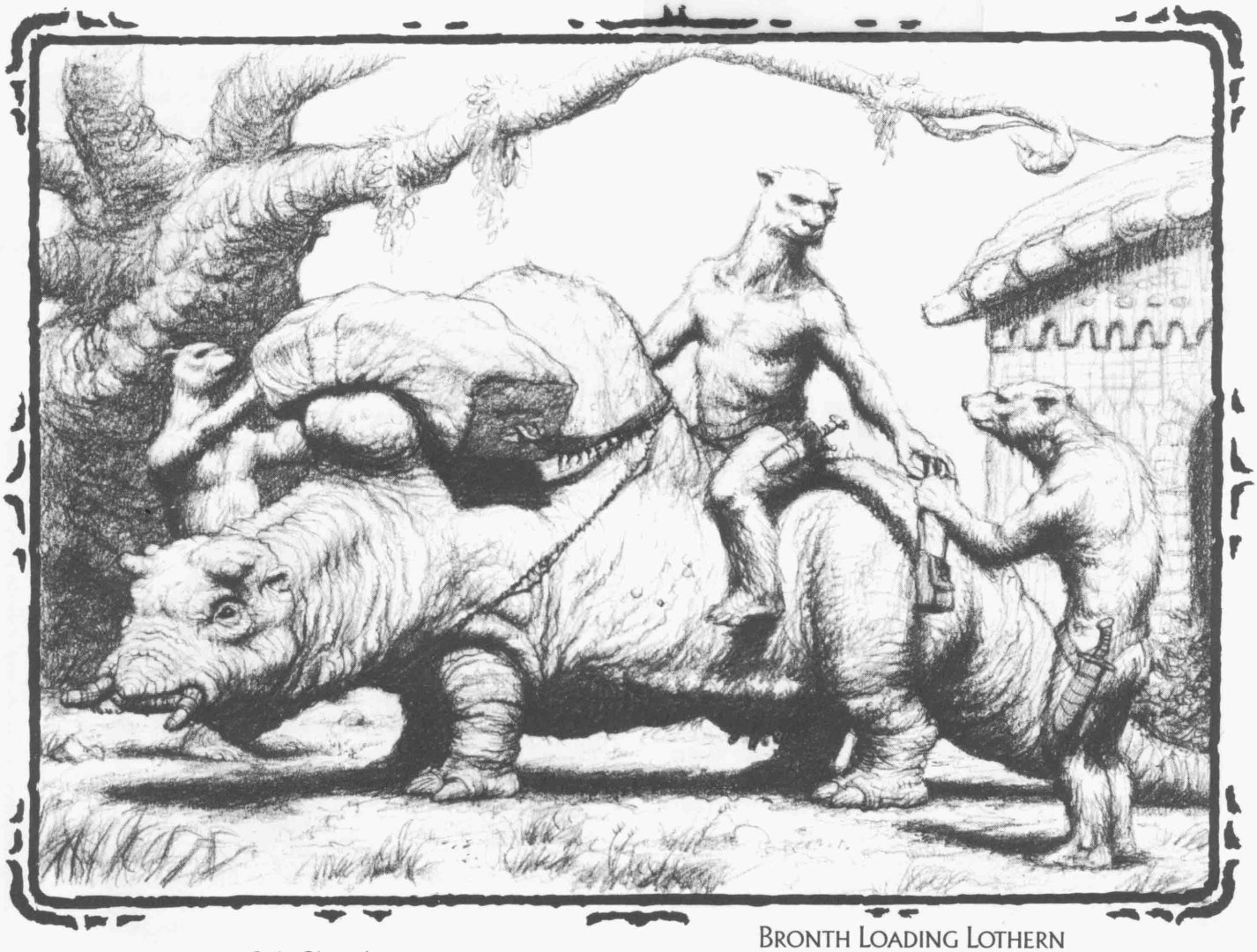
Horses are the mounts of the rich. They are always named, unlike other common mounts.

Although not as durable as thombos, horses provide a safe platform for combat. Horses can travel about 50 kilometers (33 miles) a day. During much of this time they must be walked. These distances assume a travel rate of about 8 kilometers (4 miles) an hour, for 6 or 7 hours a day.

Horses have not fared well on Jorune. Slight modifications in their genetics prevent them from producing many fertile offspring. In the wild, their inability to compete with native Jorune life restricts their numbers. It is only through the effort of humans that they survive to this day and age. Their extraordinarily high price reflects their rarity. Even finding horses to buy is difficult.

Lothern: R : 1 gc

Lothern are huge creatures, almost the size of bochigon. They are the heaviest pack animals on Jorune. Their bodies are built low to the ground. Lothern can travel up to 40 kilometers a day. These creatures express little preference for their riders. They'll eat almost anything put in front of them (a concern when it's not feeding time). These creatures are too slow to be of help in combat. Fighting from atop a lothern is like fighting from a fence (+5 to advantage for the extra height, but -5 to advantage for the awkward seating).



BRONTH LOADING LOTHERN

Salu Chausis

Built by salu, the Chausis is the fastest Jorune ship. A typical Chausis speed is better than one hundred miles a day. To buy a Chausis is a considerable investment; ships are "hired," or creatures ride as passengers.

Talmaron: R : 2 gc

Talmarons are large, winged Jorune natives which are capable of carrying passengers (up to boccord-size) in flight. These creatures can travel up to 60 kilometers a day (about 37 miles per day). This assumes a rate of about 10 kilometers per hour for 6 hours a day. Substantial training is essential before they can be flown safely.

Although rare and expensive, talmarons are the only means by which normally impassible regions can be crossed.

Thombo: UN : 5 gl

Thombos are riding creatures native to Jorune. Although they must be dismounted in combat situations, these creatures are sure footed, can carry heavy payloads, travel reasonably fast, and can survive in almost any climate. Their small, pin-like eyes are sightless. Like many lines of Jorune descent, thombos lost their sight, developing instead an excellent tra-vision. Passengers ride a full 7' above the ground, and have an elevated view of their surroundings. The thombo's main limitation is its skittishness. Thombos are creatures of strong instinct. They will bolt away from danger at first sign. They are a dangerous hindrance in combat situations. Those who remain on a startled thombo will be thrown off if they fail to roll lower than their Strength on 3D6.

Although not elegant, thombos are cheap and willing. They can even be eaten. Unlike horses, thombos are considered too common to deserve names.

Thombos can be tethered to portable thombo stakes. Hooks from a face-ring are tied to wooden stakes driven into the ground.

Traveling by thombo, characters can cover up to 60 kilometers in a day (about 37 miles). This assumes a travel rate of about 6 or 7 kilometers (4 or 5 miles) per hour for up to 9 hours a day. Keep in mind that thombos have voracious appetites and need several hours a day to eat. Stabled in a town or city, thombos cost 10 gemules a week to feed.

Limilates

A limilate is any substance that affects mental state or health. Limilates are drugs and medications. They come in a variety of forms.

Shirm-eh: UN : 2 gl

Without the shirm-eh limilate, ramian heal very slowly. Although plentiful in Burdoth and the East Trinnu Jungle Lands, it is uncommon in the ramian's home realm of Voligire. Shirm-eh has no effect on other creatures, although thriddle enjoy chewing it.

Arrigish: UN : 1 gl

Ingestion of this limilate speeds the healing process of Earth descended creatures. It is taken from the "shree" root. A single portion is enough for one week. If arrigish is eaten over a one week period, 2 additional points of Stamina will heal from all wounds. If uninjured, arrigish will have no effect on those who ingest it.

Rimeen: VR : 6 gl

Rimeen is an herbal limilate which cripples a creature's Color rating. Subtract 20 from the Color rating of creature's that have ingested rimeen. The effect of rimeen lasts for one day.

Ambreh: C : 1 gl

The ingestion of ambreh improves a creature's memory. Add 3 points to a character's Learn if ambreh is being taken every day. Apply this bonus only when rolling for *learning languages* and *skills* which depend mainly upon memory. Those who must remember complex instructions commonly depend upon ambreh to help them.

Thon: R : 2 gl

An ingestion of thon increases a creature's strength by 5 points. Thus, a human with Strength 13 (Size Modifier of +0) would be increased to a strength of 18 (a Strength this high earns a Size Modifier of +1). The effect lasts for 3 hours. At the end of this time, the creature will experience painful withdrawal (Stamina, Strength, and Agility will all be cut to ½). Constant use will lead to addiction, and addiction, to death.

Giggit: R : 2 gm

Although the listed price of this limilate is only 2 gems, thriddle will gladly pay more for it. The gases released by the skewered giggit are pleasing to thriddle, but intolerable to other races. Thriddle expeditions in the East Trinnu Jungle Lands (where giggit can be found) were more common two decades ago, before the cleash infestation began.

Scedri Cloth: UN : 2 gl

Scedri cloth are tunics soaked in the arrigish limilate. Wearing such a tunic will speed healing just as arrigish does. Fresh scedri cloths are usually prepared before battles.

Mathin: R : 2 gm

The noxious mathin aroma is created by blount. They are the only race impervious to the terrible smell of this limilate. Other creatures will run from mathin. The odor stays with anything it comes in contact with. Those victims who spend a great deal of time scrubbing will finally rid themselves of the odor in about a week. Affected objects will never smell sweet again. To determine whether or not a character is able to withstand the stench, roll 3D6. If the roll is less than or equal to the character's *lowest* characteristic, then, for a few seconds at least, the urge to run is suppressed. A single use of mathin is enough to fill a 20 by 20 meter area in a few minutes. Those who buy mathin either intend to deploy it or launch it at adversaries. Gas masks provide some protection against mathin.

Daij: R : 2 gm

The ingestion of daij meat heightens Tra-sense; even those normally blind to the ebb and flow of Isho will be able to see its form. Dysha usages are easily detected by daij meat eaters; they can see the ripples that the dysha puts into the surrounding Isho. A single portion lasts for six hours. The daij is an ocean-dwelling enervor which preys on living Isho. Only the Isholess ramian are able to fish safely for daij. They trade their daij catch (useless to them) for the shirm-eh limilate which they so desperately need.

Hilc: UN : 50 gu

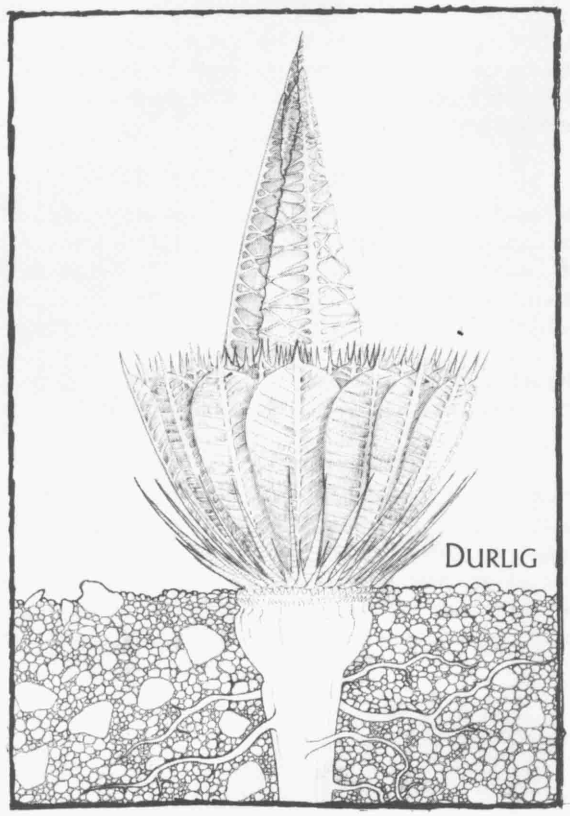
When eaten with native Jorune plants and animal meats, hilc makes it possible for humans (and their related species) to digest difficult foods. A single portion is enough to spread out over a week's supply of food.

Doul: VR : 1 gm

Doul is an extract taken from the doulsin herb indigenous to the East Trinnu Jungle Lands. The ingestion of doul temporarily adds 10 points to a creature's Color rating. This is useful for increasing Isho sensitivity, speeding a caji's Isho absorption, and making it possible for creatures of low Color rating to use crystals. The effect lasts for 4 hours. After the doul wears off, a powerful hangover is common.

Keether: VR : 15 gl

This herb inhibits the body's ability to hold onto Isho. Although disastrous to caji, ingestion of keether makes it possible for creatures to hunt daij, and to blend into the Isho background, making themselves almost totally invisible to those who rely totally on Tra-sense for sight. The duration of the effect is one hour.



Crystals

Beneath the crust of the planet, vast stratum of crystal grow. There are many different forms of crystal, and each is responsive to a different form of Isho. Crystals are activated by users mentally. This requires a Color rating of 9 or higher. This takes 2 seconds, and requires that the crystal be in the palm of the user's hand. Each crystal can be drained for 10 Isho points by caji if so desired. Larger crystals hold proportionately more Isho, but are very rare. The golf-ball sized crystal is the most common. Over a period of years, crystals slowly recharge themselves. Woven in a special manner into armor, crystals can help defend against dyshas.

Red Crystal: R : 2 gm

Once activated, red crystals glow brightly. Thrown in this state, they give off a single usage of lightning blast to their targets. This destroys the crystal, leaving only shards.

Amber Crystal: VR : 1 gc

Amber crystals are similar to red crystals, except that the damage they do is that of the crater dysha in the Du group. Thus, amber crystals need only hit the approximate location intended to inflict damage.

Yellow Crystal: R : 5 gm

These crystals throw off a powerful shock wave when they impact their targets, inflicting the damage of a power orb to all those nearby. For every 1 meter from the target sight, subtract 2 from the injury roll.

Green Crystal: R : 1 gm

Green crystals have no "activated" mode, they require no minimum Color ranking to use. The continuous contact of a green crystal with an injured person's body heals one Stamina point of each wounds, each day. A green crystal has enough energy for 5 such days of healing.

Brown Crystal: R : 3 gm

These crystals provide their users with a temporary shield like the shield dysha in the Gobey group. The crystal must be activated to be used, and must be held in one outstretched hand, in front of the body. Subtract 6 from any injury roll that would have been sustained had it not been for the shield. To activate the shield in time, those who use brown crystals must have an Advantage roll at least as high as their opponent's Advantage, minus 5.

Blue Crystal: VR : 3 gm

In their natural form, blue crystals serve no useful function. If activated, they inflict 5 Stamina points damage to a character. Simply touching a blue crystal is not enough, one must actually grasp it and make a conscious effort to activate it. Terms like "It hit me like a blue crystal" are in common usage. Even children know not to touch them. Blue crystals cannot be activated and then thrown. Once out of palm contact, they drop back to their lower state.

White Crystal: VR : Ishox2 gl

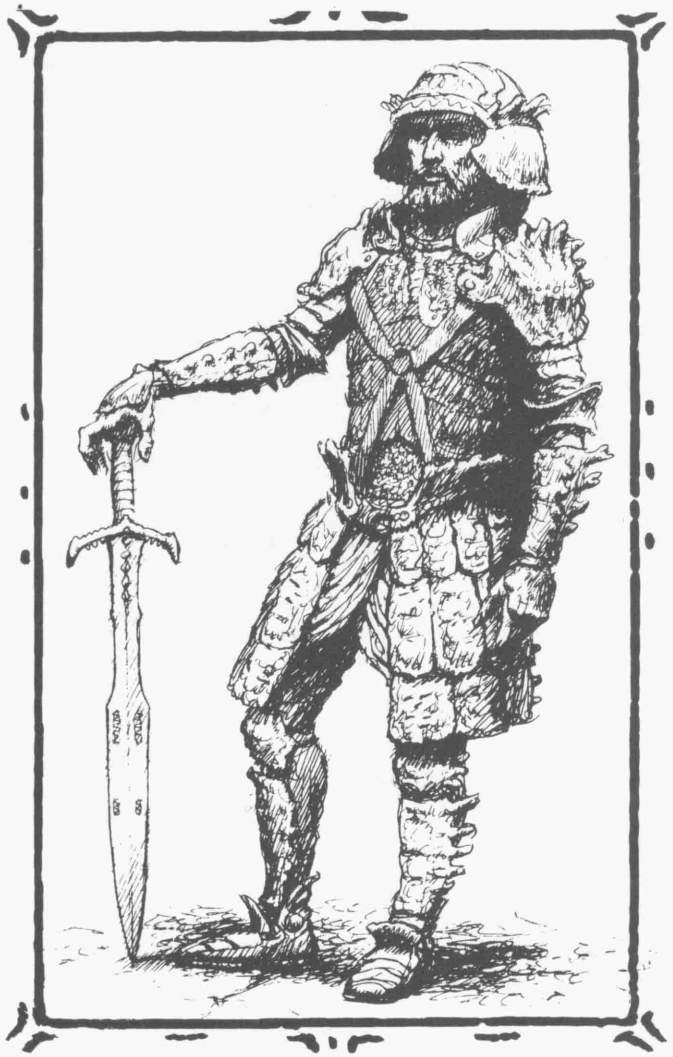
White crystals serve the same function as the deflector dysha listed in the Tra group. With 10 Isho points, they can deflect orbs and bolts of up to 20 Isho point construction. The crystal is activated, and then held onto in a combat situation. Unlike other crystals, white crystals are found in all sizes. The amount of Isho in a white crystal is 2D6x5. The crystal automatically puts out as much Isho as is needed to deflect the incoming attack. White crystals of Isho 50 and up have a different effect. They create warps. They are activated and thrown. The warp is created at the target sight.

Clear Crystal (Naull Crystal): R : 5 gl

Crystals which have expended their energy are commonly crafted into naull crystals. When Isholess, crystals turn clear. If sculpted correctly, the crystal will display a person's naull if placed in their palms. This requires 1 Isho point from the user. A moment's concentration is required.

Boc-rod: VR : 5 gc

A boc-rod is a large, natural crystal with dimensions that allow it to readily absorb Isho. Those who hold a boc-rod will never be struck by an orb or a bolt if their Advantage rolls are no lower than their opponent's Advantage, minus 5. The boc-rod will absorb the incoming attack, storing the Isho for later use. The stored Isho can be used at any time by a caji, but not by other creatures. If activated by non-caji, the boc-rod will expel Isho at the rate of 10 points a round, in the form of a lightning blast. Although not aimable, the boc-rod can be used like a club, inflicting lightning blast damage to whatever it strikes. Each blast drains 20 Isho points from the boc-rod. Caji can drain Isho from a boc-rod at the rate of 20 Isho points per round. Caji can release the boc-rod's lightning blast energy just as a human would. Holding a boc-rod so that it can be used defensively ties up one hand of the user.



Human Wearing a Suit of Thailierian Armor

Earth-Tec

The various Earth-tec devices listed here have all been recovered from underground caches discovered earlier this century. Vacuum packed and sealed in conditions of almost perfect stasis, the technology of 3500 years past is reborn on Jorune. New caches are still discovered from time to time.

Most of these devices require power cells or function cells to operate. Function cells are less powerful, but more plentiful. Power cells are required for objects such as energy weapons. Both these types of cells can be recharged by tec-gens, small fusion generators. Many of the items listed will have an (H) written to the left of their names. This indicates devices which require a *human* fingerprint before powering up. Only the palm or fingers of a living human satisfy this requirement. In the days of the earth colony, weapons were often set to "fingerprint release only," where they would function for only one person, thus securing a weapon from unauthorized use. Even if not in this mode, a fingerprint was still required. Even muadra and boccord are unable to activate such items. Their fingerprints have changed enough to make them unreadable.

The availabilities of these items assume that someone interested in purchasing them is looking in cleps that specifically stock Earth-tec supplies, limilates and crystals. These items will not be found elsewhere.

Function Cell: R : 2 gm

Function cells are the staple of most Earth-tec items. They suffice for devices which do not pull much power. Function cells are flat, circular disks of metal.

Power Cell: VR : 1 gc

These are the less common, more powerful energy sources. Power cells are used in all of the energy weapons. They are shaped like arced pie wedges, about an inch and a half long. When a device has drained a power cell, it pushes it to the exterior of the weapon where it can be easily removed and another inserted.

Breathers: VR : 5 gm

A breather is a device enabling air-breathing creatures to remain underwater for up to 12 hours at a time. Powered by a function cell, the breather fits into the mouth, and is fastened with a band that encircles the head. Once the user is submerged, it extracts oxygen from the surrounding water.

Comlinks: R : 2 gm

Comlinks were the colony's standard form of communication. Shaped much like a walkie-talkie, comlinks have a transmission radius of more than a thousand miles.

Gas Filter: R : 1 gm

This mask fits comfortably on a humans head, and provides a clean, filtered supply of air. Wearers of the mask will be protected against poisons and pollutants.

Glider: R : 1 gc

Gliders are devices which provide means for crossing gorges, jumping great distances, falling safely, etc. The device creates a flat energy field beneath its user which acts as a brace against the air, cause the user to glide. They are designed in the simple shape of an upside down "U." The device is activated by squeezing the hand grips. Gliders require a power cell for every 10 jumps or falls taken.

Force Wall: X : 3 gs

This device creates a powerful shield capable of deflecting 1000 points of damage. Dyshas will, of course, pass right through a force wall. Force walls require a power cell for 100 minutes of continuous operation. Each minute, they lose 10 points of their protective capability. Use the scheme employed with dysha shields to assess damage to a force wall (see: Gobey).

H Power Shield: X : 2 gs

This device is the portable equivalent of the force wall. These shields are small enough to be worn, typically on a belt. The energy of a single power cell will enable this device to operate at a 100 point protection level for 10 hours, dropping 10 points each hour. The scheme used to assess damage to a power shield is the same as that described in the dysha shields section (see: Gobey).

H Throw Explodes: X : 2 gs

These Earth-tec hand-grenades inflict terrible concussive damage without the expulsion of shrapnel. Throw explodes can be re-used over and over again. Treat the damage they do as that of a field ram, subtracting 2 points from the injury roll for every 1 meter a victim is from the blast site. Each use of a throw explodes requires a fresh power cell.

Translator: VR : 2 gs

Computer devices which were programmed to communicate in Shanthic, Croid, Thriddle, and Ramian were constructed soon after the colony reached Jorune. Communications are translated into pure English, which is slightly dissimilar to Entren. For this reason, translation will seem slightly garbled. 95% comprehension is typical. A translator is powered by a function cell indefinitely.

Durlig-Planter

A durlig-planter injects the seeds of the durlig deep into the ground. A square mile of field can be seeded in little more than a week. Typically, such a task would require hundreds of people working long days to seed this much land. Only two durlig-planters have been discovered, as of 3484 P.C. Controlled by Ardoth, they are not for sale. Durlig planters have their own power units built in. They require no power cells.

Aerator: X : 4 gs

This Earth-tec device loosens the dirt around its sharp metal point, for the harvesting of plants, especially durlig. Typically, it takes 3 or 4 people a good day's work to dislodge a single durlig plant. With this device, two or three people can get the job done in just a few minutes.

Medical Kit

With this Earth-tec device, one additional point of healing can take place every other day, effective to all wounds. Medical kits rely upon a small trickle of electrical current which stimulates the body's healing mechanism. One function cell operates a medical kit for 100 usages.

Locator: R : 2 gm

Powered by a function cell, this wallet sized device keeps accurate records of where its user has traveled. A path traveled can be exactly retraced, or the device can be put into "absolute" mode (it will make no attempt to guide the user along a pre-set path, but instead indicates the direction and distance to a given site). One function cell will operate a locator indefinitely.

H

Power Torch: X : 1 gs

This is a high power laser torch capable of cutting through any material commonly encountered. The power torch is the only device powerful enough to engrave challisks, or open energy weapons without destroying them. This capability makes them precious to Ardoth. Their use is carefully monitored. A power torch can operate continuously for 3 hours on one power cell.

Receiver and Transmitter: VR : 2 gc

Useful for tracking, transmitters are the size of quarters. They give off impulses easily detected by receivers. The maximum range which may elapse between the transmission and reception is a few hundred miles. Both devices are powered by a single function cell indefinitely.

Sight Light: R : 5 gm

The light of these portable lanterns can be focused into a tight beam if desired. They give off luminescence equal to daylight over a small region, for periods up to an hour. In their dimmer mode of operation, they can provide flashlight-type light for 100 hours. Sight lights use function cells.

Sound Scope: R : 3 gm

Sound scopes amplify and clarify sounds. Whispers at 100 meters can be detected if the level of background noise is not too great. A sound scope is powered indefinitely by a function cell.

Tec-rope: R : 4 gm

This collapsible rope was created by Earth scientists to withstand the strain of great loads. It can safely support several thousand pounds, although it is only a quarter inch in diameter. Perhaps its greatest advantage is its collapsibility. Tec-rope can be easily stored or transported in a compact form. Single extended segments are 10 meters long. Several links can attach together.

Viewers: VR : 1 gc

Viewers provide their users with a highly detailed infrared/visible/ultra violet picture of their surroundings. The range of objects focused upon is automatically displayed in the device's field of view. Life forms will show up clearly in the infra-red mode. Great magnification is available in all modes (up to 300x). Viewers are shaped like flat, wide, binoculars. A single function cell will operate a set of viewers indefinitely.

H

Alert Pod: VR : 2 gc

The spherical base unit rests on the ground, and a small pod is suspended three to four meters above it. Once activated, the alert pod sounds an alarm if any creatures enters the area. The suspended pod thoroughly scans the area. The range of this device depends upon the surrounding terrain; the more barren, the greater its range. An alert pod requires a power cell for every 24 hours of operation.

H

Binders: VR : 5 gm

These strong, metallic cuffs bind the wrists securely. The key used to release the cuffs operates on magnetic principles. Yords in towns use binders on those apprehended for crimes.

Energy Weapons

The Earth-tec energy weapons found earlier in this century require the fingerprints of a human hand to be activated. They all use power cells. The technology of Earth at the time of the colony was great enough to create weapons many times the power of the few listed here. A good rifle would do about as much damage as the injury listing we have for a blaster. The concept was to make weapons that were reliable, relied upon a common source of power, and could take out a man sized target with a single shot. All weapons listed are all portable, and come in pistol and rifle versions. Add 4 to the injury roll done by rifles. Unless otherwise noted, energy weapons can fire one shot a second, two shots in a combat round. If two shots are fired in a round, only one target may be specified. If the first shot hits, the second shot will be -5 to hit. Otherwise, roll normally for the second shot. Only a single power cell fits into an energy weapon.

Pistols

Blaster: X : 2 gs

The blaster is the most powerful energy weapon. It ejects a shot of metallic plasma at high speed, employing a mass-driver to accelerate the slug. It requires one power cell for every 5 shots, and one bolt of slab-ammo for every 100 shots. Slab-ammo is a rare commodity, as Ardoth does not, as yet, have the capability of producing more of these 4 inch metal rods. Subtract 1 from the wound roll if the defender of a blaster shot is wearing armor.

Slab-ammo: VR : 3 gm

Slab-ammo is ammunition for a blaster. These 4 inch long metal rods are heated to a plasma state inside the weapon. One slab will provide the metal for 100 blaster shots. Rifles will use up slab-ammo at twice this rate.

Field Ram: X : 1 gs

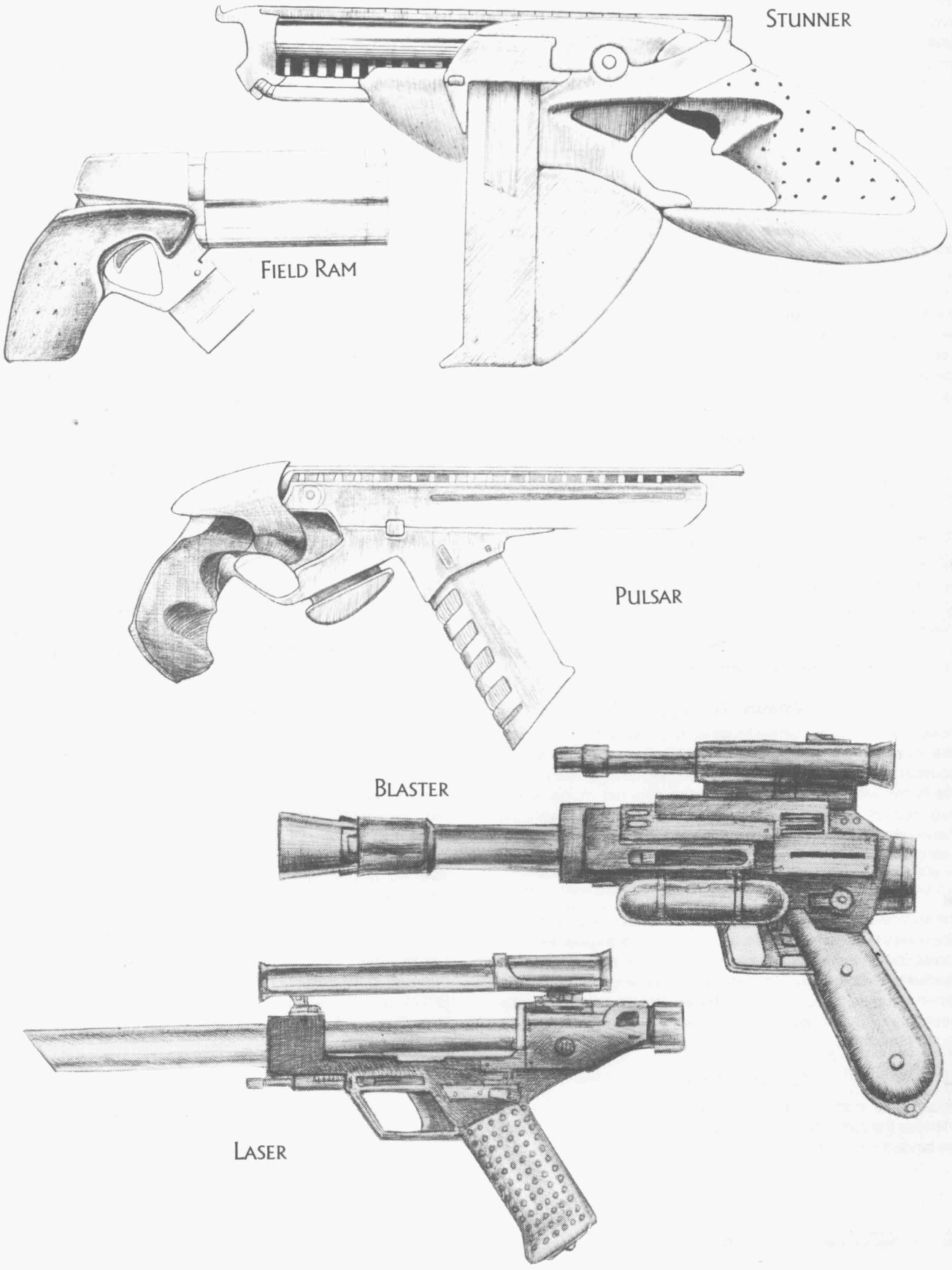
The damage done by a field ram is bludgeon-like. The weapon projects a force field-like beam at its target, imparting it with a powerful knock. Although death from a field ram is rare, people are often knocked out from its force (this is taken into account by treating the damage of a field ram as bludgeon type). Field rams can put out 10 shots from a single power cell. If desired, double-powered shots can be fired. Add 1 to the injury roll if this weapon option is selected. Subtract 1 from the wound roll if the defender of a field ram is wearing armor.

Laser: X : 15 gc

Lasers used by colony security forces were of the single shot as opposed to the continuous beam variety. Lasers do heat damage to their targets. One power cell provides energy for 20 shots from a laser. Subtract 1 from the wound roll if the defender of a laser is wearing armor.

Pulsar: X : 15 gc

Pulsars are rapid-fire field rams, capable of getting off 3 shots a second, or 6 shots a round. Treat each shot like a field ram shot, but subtract 2 from the injury roll. If a strafing action is used, several targets may be selected, but when moving from target to target, one shot is automatically wasted. One power cell is good for 30 shots from a pulsar.


STUNNER
FIELD RAM
PULSAR
BLASTER
LASER

Stunner: X : 1 gs

Stunners fire a beam of energy which overloads the nervous system of a creature, often causing unconsciousness. The effect is not similar to falling asleep, it is painful. The injury inflicted by a successful stunner shot is a superficial wound and 10 Stamina points lost. A single power cell is good for 5 shots of this weapon.

Scope: VR : 5 gc

Scopes attach to any energy weapon, both pistols and rifles. Aiming with a scope requires a minimum of 1 round lead time, where the target starts to get lined up. Then, for each round, up to 3 rounds, the scope user receives a bonus of 6 points on the roll to hit.

Power Clip: X : 1 gs

A power clip holds 10 power cells in a convenient pack which attaches within the grip of most energy weapons.

Rifles

Add 1 gemstar to the price of a pistol to get the price of the rifle equivalent of the weapon.

Cleash Capsules

Of a mysterious cleash construction, these capsules have a variety of forms and uses. Below are descriptions of the most common capsule forms. Capsules are the size of tangerines; treat them as rocks when rolling to see if they hit their targets. Capsules must strike their targets hard enough to break open. Players must roll lower than or equal to their character's Strength characteristic for this to happen.

Fire Capsules: R : 15 gl

Treat the damage done by these capsules as cast energy

Cold Capsules: R : 8 gl

Use the cast energy column for cold capsules, but subtract 2 from the die roll (See croid description for other damage).

Smoke: R : 2 gl

Cleash smoke capsules create a huge cloud of black smoke in a matter of seconds. The cloud is typically 5 meters in diameter, and rises 3 or four meters off the ground. Smoke clouds will disperse after a few minutes. The fumes are non-toxic.

Repel: R : 3 gl

These capsules create an odor offensive to most creatures. The Sholari will add 2 points to a response roll if a repel capsule is used.

Blinder: R : 4 gl

Blinder capsules give off a gas which burns the eyes and mucous membranes. It is similar to tear gas. Characters hit by a blinder capsule must roll lower than or equal to their Agility characteristic, or will be blinded for 5 minutes.

Flare: UN : 1 gl

Flare capsules give off light that lasts for about an hour. They glow as bright as a small campfire. Flares do not burn, and cannot be used as weapons.

Knock-Out: R : 15 gl

Knock-out capsules give off a gas which will inflict 10 Stamina points of damage to any oxygen-breathing creature. Players must roll lower than or equal to their agility to avoid breathing in the gas.

TJ: VR : 2 gm

Throw-Explode-Juniors are cleash capsules named (by humans) after the Earth-tec throw explodes grenade. Treat the injury done by a T.J. as you would a power orb, but add 2 to the die roll.

Tangler: VR : 2 gm

Tanglers throw off sticky, fibrous strands that dry quickly, binding their victim's arms or legs. Players must roll less than or equal to their Strength (apply Size modifier bonus tripled[8] in order to break free of the strands. They will decay naturally within a few hours. Whatever body part is hit will be immobilized by the tangler.

Shanthic Technology

The shanthic technology differs totally from that of humans. Employing ambient Isho as a source of power, shanthas have at their disposal a vast array of useful channeling tools.

Sarceens: VR : 2 gc

Sarceens hold information as sculpted Isho. The message can take the form of languages, directions, knowledge of a skill, etc. By holding onto a sarceen and concentrating, a person receives the information that the device has to offer. Be careful with sarceens; they are more powerful than they appear.

Cle-eshta: VR : 5 gc

Cle-eshta are small pillar-like stone constructions which serve a variety of functions, all of which rely upon and amplify the user's Trasense. With cle-eshtas, skilled shanthas can pick up information about Isho weather from all over their planet. It is with cle-eshtas that shanthas are able to detect energy use. Ripples in the Isho can be pinpointed. This is how shanthas were able to seek out humans who used technology after the destruction of the Earth colony. Cle-eshtas also act as Isho magnifiers. Highly skilled shanthas have great sources of power at their disposal. Cle-eshtas are too heavy for all but corastin and croid to carry.

Shanthic Blades: VR : 7 gm (base price)

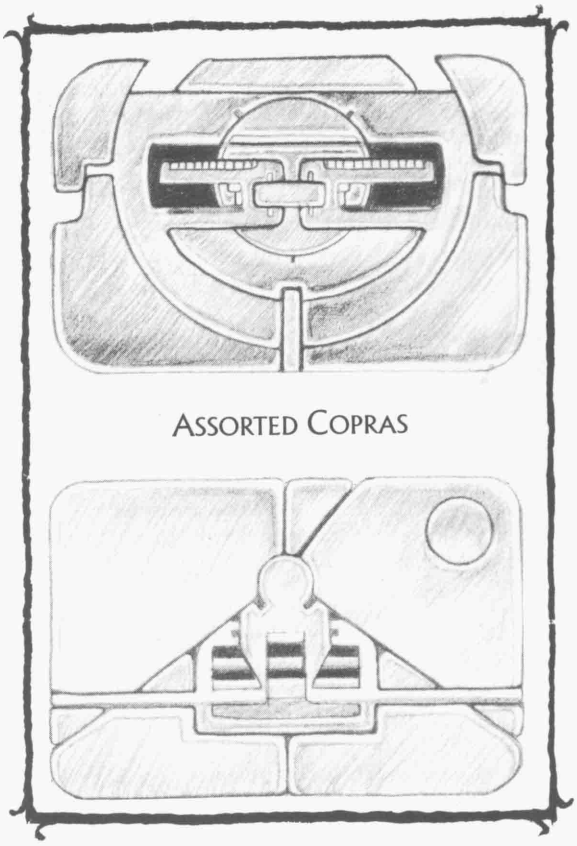
Shanthic blades are crafted out of the thailiers of the Dhar Corondon. Their sharpness defies even the best metallurgy. To take this into account, add to the die roll for armor penetration and the injury die roll. A one point addition is the most common. For better made blades, add more. A +4 bonus is about the best a shanthic blade can provide. The light weight of these weapons provides their users with a -2 bonus to hit. Only swords and two handed swords are made into shanthic blades. Most are boccord sized (shanthas are pretty tall), although some human and muadra sized blades can be found. The price listed for a shanthic blade assumes the standard +1 bonus. For better blades, the price will be higher. Here is a list of the prices for each of the different blades:

Injure Bonus	Price
+1	7 gc
+2	15 gc
+3	3 gc
+4	5 gc

Items of Various Cultures

Blosh: A symbol of defiance (especially of woffen) worn by crugar.
Brynk hardwood: A hardwood found in the Drail region.
Challisk: The metal plate carried by tauther to record copras. Challisks are actual pieces of the Earth colony ships. Before the re-birth of Earth-tec, copras were painted onto challisks. Now, power torches are used to engrave them.
Cleash eggs: Beautiful, crystalline spheres created when unhatched cleash eggs are heated over a low flame. Used by cleash as currency, they have a high value in the Ardothian bazaars.
Copra: (1) A person's mark or signature. (2) A muadra who has mastered dysha creation, and has specialized in a single color group.
Dichandra stones: The musical instruments made of the hard calcium wrists of the swamp-dwelling dichandra. These are the favorite instruments of thivin. They sound like flutes. Dichandra stones can be purchased for 3 gl.
Giddyne: The small token used to gain entrance to the Mountain Crown of Tan-Iricid, thriddle strong-hold. Giddyne are easily purchased on the streets of Tan-Sor, the neighboring town. They cost 10 gl.
Giggit pipe: Thriddle pipes made of the brynk hardwood. Giggit are skewered in the bowl, and the vapors released are inhaled.
Jampers: Musician instruments made from corondon skin. They have the sound of both drum and tambourine. Jampers are fairly rare, as are corondon.
Rinis: A badge worn only by Burdothians of elite military training.
Tenter shines: Musical horns made of the brynk hardwood.
Whosins: String instruments, similar to the violin. One of the thivin's favorites.

GIDDYNE



ASSORTED COPRAS

THE DRENN WALL

Creature Parts

Canther: The hump behind the cleash head. The canther gives off sparks and a musk, both are used in controlling scarmis.
Chivs: The tusks of chiveer ramian. Chivs peel away from a ramian's face at the end of chiveer.
Dichandra stones: Musical instruments (See: Cultural Items).
Sherrids: Scrade arms. They are hung as wall ornaments.
Thailiers: The long nails of corondon. These are the stuff from which shanthic blades are made.
Trid nodes: The odor sensing organ on thriddle, located towards the rear of the creature.
Tristy: Thriddle eyes.

Food

Coditch: A corn-like plant eaten by thriddle. Farmed heavily in the town of Cosahmi.
Creshi: Dangerous salt water fish. Although individually not too treacherous, they often swim in schools of thousands. They have been known to attack small ships.
Durlig: A bad tasting creation of the Earth colony; a nutritious plant which grows deep in the Jorune soil. Durlig tops rot soon picking. Most of the plant remains underground. It commonly takes a small group of people an afternoon's work to dislodge a single durlig plant. A full size durlig weighs about 85 pounds and is over seven feet long.
Gerrig: A wild strain of durlig, even less palatable. Its rubbery tops are often chewed like gum for the vitamins they contain.
Kayedi: A flower, tasty to bochigon. Those with any experience of the bochigon's stubborn nature are sure to carry kayedi with them at all times.
Mallmis: The gooey remains in the bottom of rusper barrels. Bronth sometimes go on mallmis binges.
Rusper: The most common human drink. Similar to ale, rusper is served at illidges all over Burdoth. Scolian rusper is a fine drink, available only at very high class establishments.
Spirrics: Second and third stage giggits. Spirrics are trapped and eaten by cleash. The traps are usually big pits, with boiling water and glittering metal nearby.
Stomeh: A favorite woffen drink; those ruined by stomeh are the "authew," the wretched ones.
Whall: Another woffen drink. Whall is beer-like.

Titles

Chell: Mayor
Dhar: Prefix: Large, powerful.
Dharsage: "Most powerful ruler."
Drenn: Citizen of Burdoth.
Drennit: An honorary Drenn.
Fadri: Thriddle teachers.
Hishtins: Boccord with Color ratings so high that they can safely interfere with all attacks.
Kesht: "Special citizen." The highest level of status in Burdothian society.
Keshtia: The feminine form of Kesht.
Kim: A council
Kimmit: A smaller version of a Kim.
Klade: A communal-child rearing group.
Lystra: One who governs several towns.
Shissic: One executed as an enemy of Burdoth. This word is only used by real Burdothian patriots.
Tauch-kie: A crugar leader.
Yord: A guard
Yordeh: Lawyer
Yordigs: Laws

Services

Beasters: Those who capture creatures, like talmarons, tarro, corondon, etc.
Caji Houser: A person who runs an establishment especially friendly to caji. Some caji houses even have small kerning bays.
Cletch: Taxation, usually collected by Drenn.
Condrij: A fighter, a soldier
Daijic: A person stationed in a town or city who employs sculpted clear crystals or daij meat to detect dysha use.
Fadri: Thriddle teachers of languages, cultures, etiquettes, etc.
Hishtin training: Dysha training under the guidance of hishtins.
Querrid: A person, hired by thriddle, who gathers information. Querrid are viewed favorably by thriddle, but are looked upon as shiftless in human society.
Sholari: A shanthic priest. Ca-Tra can be found in large cities; they will provide minor services in trade for shanthic items.

Places

These descriptions are the same as the players receive in the Tauther Guide. . .With some added insight for the Sholari.

Burdoth and Other Realms

The descriptions of Burdoth and the surrounding countryside will help you in your travels. The descriptions of distant lands are provided as a source of cultural understanding. There are many omissions, none of which will prove crucial to you in your journeys. The map of Burdoth is for travel. The map of Jorune will give perspective.

The large map will be useful for travel over great distances. To get an idea of scale, the width of Burdoth on the large map is 320 kilometers (200 miles). Only the largest mountain peaks are shown. Mountainous terrain exists in many regions.

Burdoth's control extends into her sister realm of Khodre, located far to the west. Saress Khodre rules there. She is sister to Khodre Dhardrenn. Burdoth's Dharsage ruler. Although Burdoth is on friendly terms with Khodre, both north and south, each realm has its own vital interests. Burdoth's borders have remained basically intact since 3445, the end of the Energy Weapons War.

Ardoth: Burdoth's capital, Ardoth, is located just inland of the Sychill Bay. The city has a population of approximately a quarter million. Ardoth is heavily human, but nearly all races have some contingent here. Within Ardoth's citadel, Cryshell, lies the Dharsage Palace and the Ruling Council. You now stand in the Hall of Drenn. This citadel is open to Drenn and Kesht only. Visitors like yourself are escorted through Cryshell to see its fine collections of art.

Characters who enter the citadel will be stopped by the yords. If they don't have a good reason for being there, they will be escorted out. Tauther applicants are permitted to travel to the Hall of Drenn and back on their own.

There are many kerning bays in Ardoth. These are the only places where dysha use is allowed. Permits can be purchased for 1 gemlink per day. They allow restricted dysha use in certain parts of the capital.

Dysha use permits are sought for caji working at construction sites, or other labors where their abilities can prove of use.

Some of the kerning bays are seedy places.

People travel to Ardoth to apply for citizenship from all parts of Burdoth. Within the Hall of Drenn you will meet many from distant regions.

Khodre

North and South Khodre are sister realms of Burdoth, under its power. After driving the crugar out of Burdoth, the Ardothians went as far as the Temauntro border to keep them away. A contingent stayed there, giving Burdoth a sister realm under her rule, called Khodre.

Especially on the border between Khodre and Temauntro, the cities of this realm can be extraordinarily violent with an explosive mix of races. Few yordigs are maintained. Temauntro crystals and limilates bring heavy trading to the border regions; this commerce has a slightly civilizing effect.

Not mentioned is the fact that Northern and Southern Khodre are at the brink of a civil war. Saress' rule is strongest in the south. Northern Khodre is under the organization of Tazzman, a human hero in the recent war against the ramian. The Khodre Seas have seen a few clashes. Players traveling across the Doben-al won't notice much because the nothing's changed in the south. Those traveling to Southern Khodre by ship, passing through Northern Khodre, will notice the tense mood. Travelers are often interrogated. Certain roads are blocked. Both sides send out reconnaissance missions.

Burdothian Cities

The following is list of descriptions of the major Burdothian cities:

Miedrinth: South of Ardoth, this city borders the East Trinnu Jungle Lands. Miedrinth is a major center of crystal and limilate trade. Although cleash have been spotted in the Trinnus over the last twenty years, their numbers appear to be few in Miedrinth. People from Miedrinth are known for their curious habit of chewing Girrig, a bitter, wild Durlig common to most of Jorune.

Cosahmi: Burdoth's main coditch-growing town is Cosahmi. People from this area are fond of their native coditch, and will often pay a high price for it when away from home. Cosahmi's durlig comes from the eastern valley to its immediate east. The population here is mainly human, although there is a large thriddle contingent.

Lelligire: Located on the northern tip of the Burdothian lands, this city of fifteen thousand is a major center of ocean trade. Although Humans predominate here, there are large groups of Boccord, Muadra, and Bronth. The people of Lelligire (named after a Ramian Gire who pillaged the local coastline), are known to be hospitable and generous. Their preoccupation with clothing makes them distinctive in any setting; fabric from Lelligire is said to be among the best. Those of this city will often be familiar (and even fluent) in bronth.

Lelligire was named "Trosoe" before the 3472 ramian invasion. The new name is accepted.

OTHER IMPORTANT NOTES FOR BURDOTH

The Sea of Sychill: This sea separates Dobre and Burdoth and is controlled by both realms. Control of the channel between the two realms establishes influences over shipping and trade throughout the entire region.

Sychill Bay: The calm bay in which Ardoth is nestled.

Lands Surrounding Burdoth

ETJL: East Trinnu Jungle Lands: Located to the south of Burdoth, these jungles have long been the home to the insidious cleash. Crystals and limilates can be found in abundance here. The Burdothian city of Miedrinth borders the north, while the realm of Anasan borders the south. These lands are dangerous and should not be crossed without dire need.

Just south of Miedrinth are the East Trinnus. Cleash have been increasing in numbers there. Players traveling through these jungles may very likely encounter cleash and their dominions, scarmis. Look at the random wilderness encounter tables in chapter 2. The cleash encounters should be read over for information. Although the jungles aren't crawling with cleash, the players should be concerned. A few days travel through the Trinnus will almost certainly include some cleash interaction.

Heridoth: Realm to the immediate East of Burdoth. Heridoth is weekly allied with Burdoth; since the violence done to them earlier in this century, the Herdothians have little interest in Burdoth's desire to control. They do not share Burdoth's zeal for imperialism. Their country has been ravaged. Burdothian wars have, historically, always been fought in Heridoth. The country is now fragmented. Burdoth's small eastern border is heavily patrolled.

What is now Heridoth was once part of Burdoth, but by the conditions of the Klein-Khodre treaty, Heridoth is under separate rule.

Heridoth has, unfortunately, been the battle ground for every major war of this century. The land is ravaged. The people struggle to eat. Disease is widespread. Ramian Gire still inhabit sections of Heridoth. The Herdothians wouldn't mind a Burdothian take-over if conditions improved, but any move made by Burdoth would be countered by several other forces comfortable with the conditions of the Klein-Khodre just as they are. Ros Crendor, Voligire, Dobre, and Lundere would each gladly take Heridoth as their own.

Anasan: This southern realm is located just below the East Trinnu Jungle Lands. It is populated mainly by woffen, humans, muadra, and boccord. The realm is friendly to Burdoth, but is not involved politically with the Ardothian council. Anasan is large, but has a low population density. There is no central power here. Rule varies from one part of the land to another. Its military is taken from the population, and is not volunteer. All those who are in the land may be taken to serve at any time.

Players don't want to get drafted every five minutes, but let them know that they are traveling through an area where the military has great popular support. Even though Anasan was not directly attacked during the Energy Weapons War, many condrij traveled north through the Trinnus fight the Ardothians in Heridoth.

Dobre: The realm of bronth is located on the eastern side of the Sychill Sea. Dobre's capital, Tlon, is heavily patrolled. Order is maintained. The bronth have no trouble amongst themselves, but outlanders have been known to stir up trouble. Burdothians are again in favor in Dobre. The political turmoil concerning ramian trade has quieted down.

If not for Burdoth's shirm-eh trade with ramians, these two realms would be on the best of terms. The new accord bans Ardoth from trading with the ramian, and makes it illegal to sell shirm-eh to them. Ardoth, of course, still maintains secret trade on a small scale. Though clear crystals are useful as tools of daijic, there is no substitute for daij meat in regions where security must be assured. The dharsage rule of Ardoth will do whatever it has to to maintain a supply of daij meat.

The Doben-al: These are the plains connecting Burdoth with Temauntro. They were crossed by Chaln Docha and his crugar forces earlier this century in their attempt on Ardoth. The Doben-al is still populated by crugar bands. Take care if traveling through. Burdoth makes no effort to control these lands.

The lands of the Doben-al are unstable. Ground tremors are frequent. The Sho-sen (Isho weather) here is very weak. Caji will find themselves near Isholess in the Doben-al. Occasional Isho storms stir up the area, lighting up the skies.

Earthquake (Jorunequake?) on a roll of 11 or 12 on 2D6, every day. Roll 2D6 for the magnitude. 2 through 7 is minor, 8 through 10 has a good chance of knocking characters down, and 11 through 12 are big quakes. All creature's Isho is half normal in the Doben-al. Crystals will slowly drain (over a period of weeks). Muadra who live in the Doben-al often make no attempt at dysha learning or use. The Isho is so weak there, they don't even have to kern.

Temauntro: The crugar wilderness located west of Khodre and the Doben-al. Mainly large plains, rolling hills, and high mountains, Temauntro has large crystal deposits which spark trade between the crugar and the Khodrens.

Chaln Imagri: The only city in Temauntro. Named after Chaln Dolcha, crugar leader. The city is friendly to creatures of all races, save woffen. The crugar here are "western crugar," not "Khodre crugar." They can be trusted and traded with. There is strong trade between Temauntro and the thriddle of the island realm of Tan-Iricid.

More Distant Lands

Ros Crendor: This is a realm of boccord located east of Khodre. Although originally bronth controlled, the land has changed hands several times, over the centuries. Ros Crendor isolates itself from other nearby realms. Although outlanders will not be treated with hostility, the Crendorians of the northern Doben-al have little tolerance for ignorance of their ways. They are somewhat tribalistic, but they are also organized. The powers of Ros Crendor are in contact with each other through a large network of power. Their "small wars" with Khodre have left them organized for conflict.

Ros Crendorian patrols are common throughout the Doben-al.

Crendor: This bronth realm has no connection to Ros Crendor except for the similarity in the names of the two realms. Although bronth once occupied Ros Crendor, that land bears no association with them. Crendor is located on the northern coast of Dobre, the bronth realm. It is an ancient bronth land which now serves as their military base. The bronth of Crendor are more militaristic, and less hospitable, than others of this race. Travel throughout Crendor is restricted to only those outlanders with pressing business. Casual travel through Crendor is not permitted.

Thantier: This realm of humans (no boccord, no muadra) border the northern edge of the Cerridus Sea. The Thantier realm is not on good terms with Burdoth. Although the two realms are not at war, their customs and cultures are so divergent that normalized trade is made difficult. Their rule is not as centrally located as Burdoth. Pockets of power control small sections of the realm. The Sage rulers of this realm share power. Different parts of Thantier have been at civil war for hundreds of years.

In Thantier, Drenn and kesht status are not observed. The crude Thantierians disregard Ardothian status; they are distrusting of all outlanders. If not for this realms' access to Tan-Iricid, Thantier would be rarely frequented. Their strict yordigs make it difficult for Burdothians to stay out of trouble—and the herris!

The easiest means of travel to Tan-Iricid is through the southern Dobenal to Thantier. From this realm, overland transportation is made easy by paved roads which lead to the sea. Ships travel to the Thriddle realm often. Those wishing a Tan-Iricid excursion need only the money to make the trip.

Although within the closest reach of Tan-Iricid, Thantierians make little use of the nearby thriddle facility. They consider thriddle more as an oddity, their island, an home of "thone" (non-humans).

Sharharras Sea: The sea to the west of Thantier, north-west of Drail.
Sharrid bay: The bay to the direct west of Thantier.
WTJL: West Trinnu Jungle Lands. The continuation of the East Trinnu Jungle Lands located just to the south-west of the East Trinnu.

Lundere: The woffen realm. Its capital is Yobreh. Lundere is marked by mountainous terrain. Although there are few high peaks, the land is difficult to pass through. The woffen who live in Lundere are friendly to Burdothians.

These are the ancient shanthic lands located east of Dobre. Woffen have lived there for only a few hundred years. They have not explored the shanthic ruins to any extent. Ramian avoid these lands. They will not travel in or near Lundere; this avoidance has caused their assaults to turn to Dobre and Burdoth, even when the Lunderian soil supports the shirm-eh limilate.

Jasp: This human realm has a small muadra and boccord subpopulation treated on near-equal footing. Jasp is located far to the north, in the furthest lands of Temauntro. The realm's capital, Aylon, is described as the most beautiful on Jorune. The Jaspians are a pleasant people, not unlike Burdothians. They have great respect for the Drenn and Kesht of Ardoth. Although their military power is significant, they prefer to stay out of the affairs of other races, maintaining a neutrality. They trade heavily with Temauntro's northern cygra population, and have even been known to deal with ramian and cleash.

Jasperian bay: This bay is located just south of Jasp.

Tan-Iricid: This is the thriddle Realm. Its capital, the Mountain Crown, is carved into the side of a mountain. Here, creatures from all over Jorune come to study. Languages, arts, and mathematics are all thriddle-taught. Entrance to the halls of the Mountain Crown is open to those who purchase giddynes. The thriddle of Tan-Iricid are responsible for the 3445 treaty of Klein-Khodre. They have political dealings with most realms of Jorune, and are often used by leaders as advisors.

Sea of Cerridus: This sea is the home of Tan-Iricid, the Thriddle Island Realm.

Drail: This large sprawling territory is populated by muadra, humans, and boccord. Thriddle inhabit its northern coast.

Sillipus: This south sea island is restricted to all Burdothians. Travel to this island is strictly prohibited. Ramian and cleash infest these southern waters. Any Burdothians caught are singled out for cruel treatment.

An ocean warp is located south-east of Sillipus. It is open only during a few months of the year. It connects to the Waters of Vosule, located south of the realm of Voligire. Knowledge of this warp is kept very secret. Charters to travel to its entrance are amongst the most valuable pieces of information on Jorune.

Voligire: This ramian realm is located north of Dobre and Lundere. Its black bogs have lured many to their deaths. Travel through the ramian lands is prohibited by Ardothian Council rule. The realm's capital city, Vinteer, is home to the "Ramian Gire," who are responsible for the ramian wars of previous years.

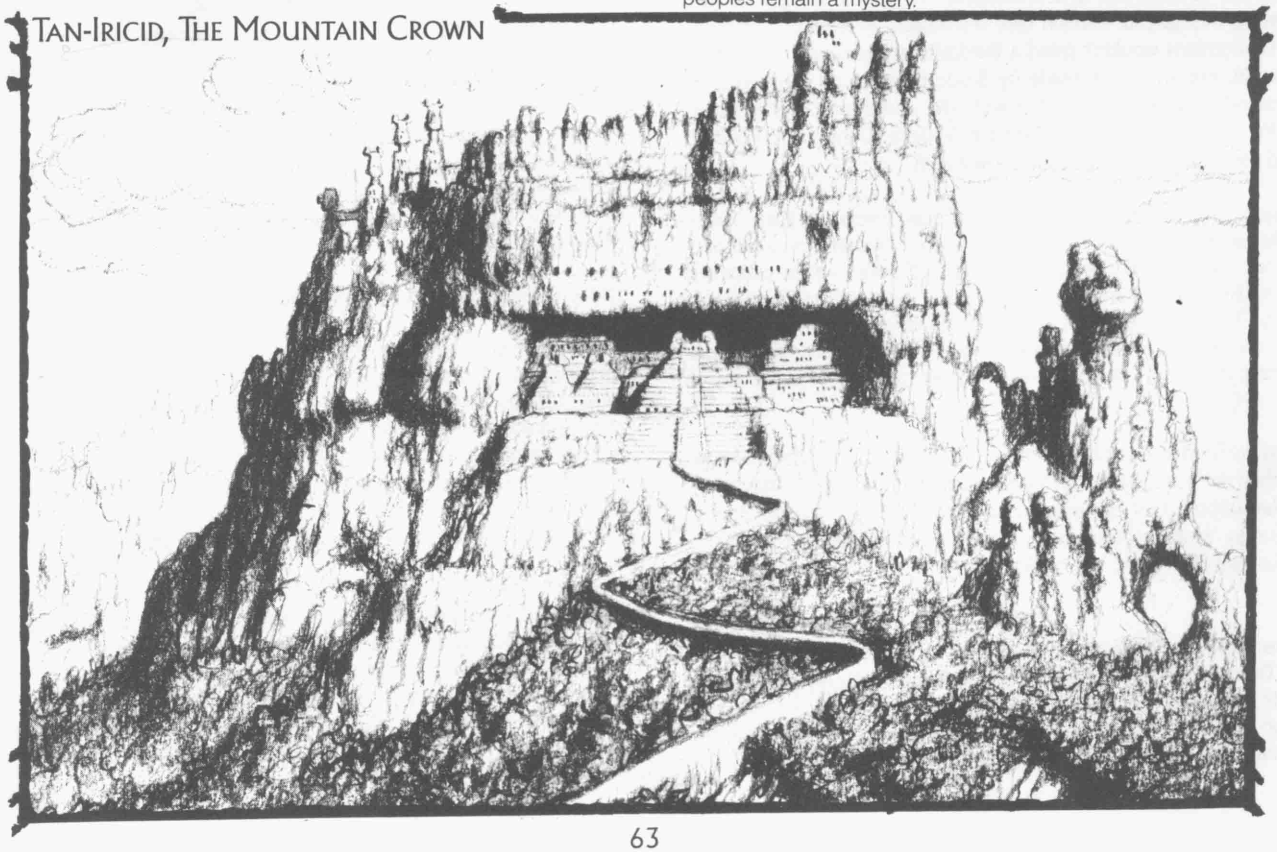
Because ramian cannot heal properly without the shirm-eh limilate, they often travel through the rich lands of Burdoth, seeking this plant. Ramian once provided Burdoth with its supply of daij meat for muadra control, but as of 3477, the Ardothian Council has prohibited such sales.

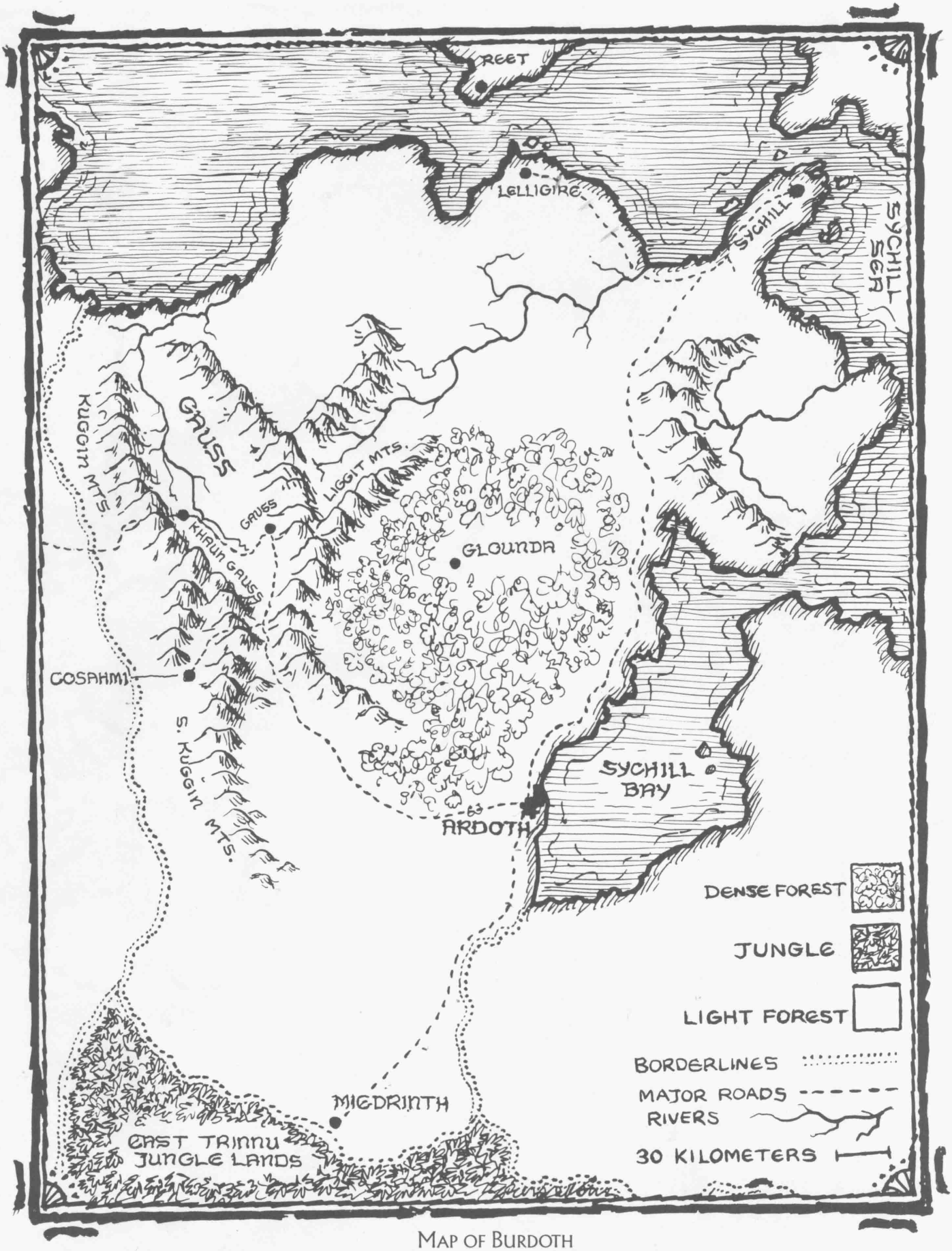
Waters of Vosule: These are the waters south of Voligire. Ships that stray too close to these waters sometimes disappear. The torrential storms and violent Isho disturbances make these waters dangerous year round.

Ice Fields of Gilthaw: This far north region is home to the violent cleash. Any unreported contact with the Gilthaw cleash, even trading for giggit or cleash eggs, is punishable by death in Burdoth. The cleash lands are strictly forbidden to Burdothians.

Delsha: The island located far to the west of Temauntro. Its culture and peoples remain a mystery.

TAN-IRICID, THE MOUNTAIN CROWN





Map of Burdoth

JASP
RAYLON
JASPERIAN SEA
TEMAUNTRO
N. KHODRE
ROS CRENDOR
S. KHODRE
CHAIN IMAGRI
THE DOBEN-AL
DELSHAN SEA
DELSHA
SHARRID BAY
THAUTIER
SHARHARRAS SEA
TAN TRICID
SEA of CERIDIS
DRAIL
N
S

ICE FIELDS of GILTHAW
VOLIGIRE
WATERS of VOSULE
VINTEER
YOBREH
CREMDOR
DOBRE
LUNDERE
TLON
BURDOTH
HERIDOTH
SILJAUS

CHAPTER 7
SHOLARI NOTES

Notes for the Sholari

You may have noticed the lack of hit points in the Jorune combat system. This was quite intentional. Role-playing is more than tallying numbers. Hit point systems don't describe injury, they tell players whether or not their characters have died. With wounds, players become more aware of the dangers of combat. Perhaps they'll think twice about picking fights. For, unlike hit point loss, wounds inhibit a character.

Isho is meant to be a device which inspires role-playing based upon the character's surroundings. When a caji wants to pick up Isho from the wind, it should involve some consideration. Perhaps the nearest Isho-rich region is inhabited by corondon, or is difficult to reach.

Keep in mind that muadra and boccord are subtle variations of humans. Although similar in appearance these races differ in neurological structure in the way they are able to use Isho. They both respond to sickness and injury in approximately the same way. (Excepting of course certain Isho related illnesses).

Boccord are a subtle race; their signature sense prompts them towards well thought out action rather than immediate violence. And although the strongest of the human races, they are not overly enthusiastic about unnecessary combat. These are not the Vikings of ancient Earth.

Similarly, muadra are more subtle than deadly. A true caji or copra does not dedicate himself towards mastering as many violent dyshas as possible. On the contrary. Energy mastery in all its forms is the long range goal of most caji. Thus, muadra share little in common with the wizards of Earth lore. Muadra gain Isho abilities, not because they are born with the skills, but because they start with a high propensity for gathering Isho. The brain of the young muadra learns to cope with this great ambiance, almost as a matter of instinct. It is this early, physiological adaptation that allows muadra to learn dysha skills by their late teens. Note that all of the human races roll 3D6 for Color. Muadra are not advantaged in their color spectrum, but in their ability to improve upon it, and to specialize upon certain sections of it by learning dyshas.

Tologra are the Iscin modified race of tigers. They were his crowning achievement: Powerful, cunning, intelligent, and restrained. We don't see any tologra in this 1st edition because of the separation between them and the major realms. Sharden is located far to the east of Voligire, across the sea from eastern Lundere. As of 3484, tologra are a rare sight. Their involvement in the ramian wars of the previous decade have made them unpopular in Burdothian controlled lands. Look forward to more on this race. Their mountainous realm awaits your players.

As you might have noticed, there are quite a few forms of life which are not descended from Earth creatures, or Jorune life. The list includes cleash, scarmis, ramian, thriddle, croid, corastin, and giggit. There are others. Traces of a civilization of enormous bipeds along the ramian line have been known of since the colony arrived on Jorune. These creatures were the now extinct "lamorri" race. These creatures obviously evolved elsewhere, for Jorune supports none of the predecessors that would have evolved to such a stage. If designing new creatures for Jorune, keep these differences in mind.

Creature Types Found on Jorune.

- Jorune: creatures like the shantha, thombo, talmaron, Dhar Corondon, etc. Most are visually blind and depend upon Tra-sense for sight; those with eyes have extraordinarily bad vision. They, too, rely upon Tra-sense to some extent. Although generalities only go so far, most Jorune creatures have 3 fingers.

- Earth: Humans, muadra, boccord, salu, and acubon. The variations are slight in each case. Treat the topic of your own human derivatives gingerly. Their rapid breeding, Isho sensitivity, and intelligence make balance delicate.

- Also from Earth: Bronth, woffen, crugar, blount, and tologra. Animal derivatives from Iscin should be handled with great care. Iscin only lived so long.

- All creatures anomalous to the above: Croid, corastin, ramian, thriddle, cleash, scarmis, giggit, etc. None of these creatures have any Tra-sense, Isho, or any non-zero color rating (save thriddle).

Take a free hand with daijic, in cities and out; use them to keep hyperactive caji in line.

Earth-tec must be carefully regulated or the game will lose its balance. The few energy weapons that exist are carefully controlled by Ardoth (and a few other realms). The total number of weapons is limited. Players should be discouraged from obtaining energy weapons until they reach Drenn status, and even then, the availability of power cells should be low. Try to balance the power of a human with that of a caji. Think about their total destructive capabilities as well as their versatilities.

Challisks are remains of the Earth colony ships. Their original functions were shielding and structural support. When the colony ships were destroyed, what are now called challisks where scattered hundreds of yards in all directions. Later found by Ardothians, they were collected *en mass* (from one colony site) and used as the identifying challisks.

Don't look towards Earth when you picture the Jorune night sky. Earth is barely a memory, and the hope of rescue died out in the decades after the war with the shanthas.

Game designers never get a good night's sleep; they are always at ½ Isho.

We hope you enjoy Jorune—We have. In supplements we'll explore shanthas, the planet, Earth-tec, various races and histories, and much more, in depth. At this point, you have all you need to propel your gamers into endless campaigns. With a little help from the dice, there'll be no stopping you.

No interbreeding between the human races.
E.R.P. is Energy Reflective Plactic; E.R.P. Armor subtracts 8 from all injury rolls due to energy weapons, and dyshas from the Du group. Subtract 3 points from wounds from the Desti group. it was brough by the Earth colony members. Its availability is restricted.

Good luck.

The Staff of SkyRealms Publishing